F1 '98 METAL GEAR SOLID VICTORY BOXING 2
QUAKE II NINJA ABE'S EXODDUS THE X-FILES

issue thirty nine

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# PLAY

プレイステーション

The UK's Be[illegible]azine!

# DUKE NUKEM
## A TIME TO KILL
The first review of Duke's bad-ass romp through time!

EXCLUSIVE!

# FFVIII
Is it really all that it's cracked up to be?

# TEKKEN 3
The toughest cookie finally arrives!

FREE CHEATS BOOK WITH THIS ISSUE

# TOMB RAIDER III
Lara Croft woos us once more with a corking sequel!

PLUS
Rival Schools Ehrgeiz
B-Movie Spyro
Constructor
G-Darius

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PLAY magazine Issue 39 1998

# THE BIG GAME

**20** Sony's next 'killer' game has finally arrived... and only six months after the Japanese version! We return to 'The King of Iron Fist Tournament 3' to examine the crucial differences that distinguish the two versions and deliver the final verdict!

# TEKKEN 3

**5 WAYS TO CONTACT PLAY!**

Fax us on: (01202) 299955
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email: play@paragon.co.uk
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## REGULARS


**WIRED 06**
Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!

**SUBS 64**
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**STATION MASTER 72**
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered by our team of experts. Essential, really.

VIGILANTE 8 74
BOMBERMAN WORLD 78

**ARENA 86**
This is where you get a chance to talk to the staff on Play and air your views to fellow Play readers and the industry chaps that read the mag. Send your views now, the more controversial the better!

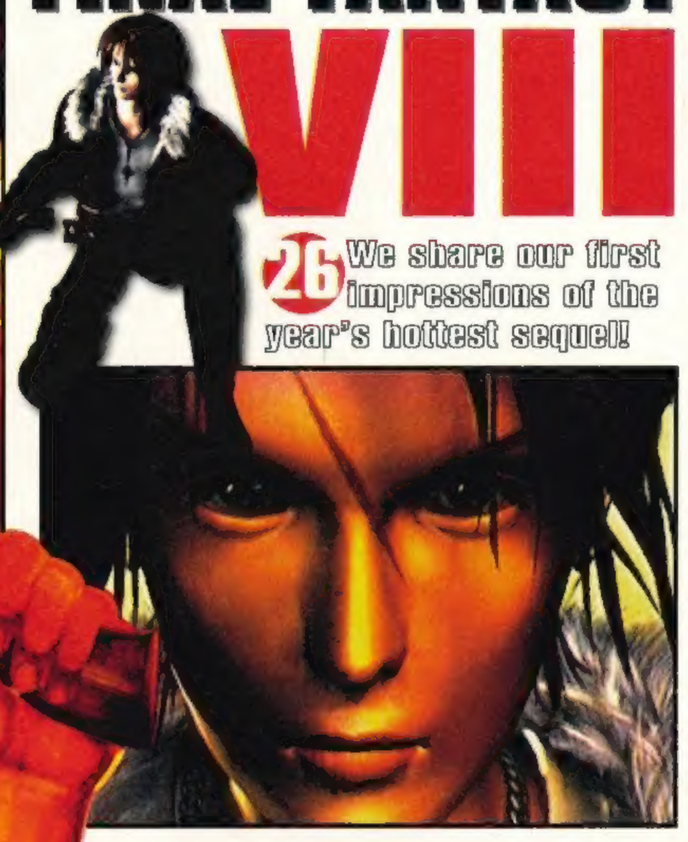
**THE PLAYLIST 90**
Reviews of every PlayStation game ever covered in Play, plus our Playback, recommended games, long term tests and much more. It's a hall of knowledge and it just keeps getting better. Honestly.

inside PLAY プレイステーション

PLAY magazine Issue 39 1998

# FINAL FANTASY VIII

26 We share our first impressions of the year's hottest sequel!



# METAL GEAR SOLID

34 New pictures and interesting facts concerning the game that Konami doesn't want you to even think about just yet. Fat chance of that with our spectacular update!

44 Duke Nukem invades Lara's world and emerges in one of the most entertaining games we've played in a long while! Check out our exclusive review!







# TRIII

80 Blink and what happens? Lara Croft pops up again that's what. We preview her third adventure and examine the new features that'll set your pulses racing!

## WORKSTATIONS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EVERY NEW RELEASE REVIEWED AND RATED


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# PLAYSTATION wired

I'M starting to wonder about Sony's bid to push the PlayStation to be something other than a games machine. That awful *Spice Girls* game was the first tell-tale sign that the PlayStation isn't cut out to be a multimedia platform. *Fluid* just about got away with being a fairly basic music maker, but this month's *Baby Universe* just takes the urine [see the review on page 58].

Games are what makes this grey box tick, quality games, that's why we bought our PlayStations anyway. Thankfully, there were enough scorchers in the office this month to keep us perfectly happy. As you will have perhaps noted from our front cover, we've got the exclusive *Duke Nukem: Time To Kill* review. The foul-minded lone raider takes on Lara Croft in a third-person scenario and actually pulls it off quite well. And what about *Rival Schools*? What a blinder! Proof indeed that Namco had better watch its back in the 3-D fighting stakes. Oh, and speaking of Namco, *Tekken 3* finally gets a UK release this month... yeah, we thought that would make you smile.

■ **Ryan Butt** Editor

# LARA CROFT SPEAKS!

## THERE'S NOTHING VIRTUAL ABOUT NELL MCANDREW!

Ever since Lara Croft exploded onto our television screens in *Tomb Raider*, gamesplayers all over the world have become fascinated, and even obsessed with her. To such an extent that Eidos even hired a string of models to dress up like real life Lara's. The latest model to mark down 'real life Lara' on her portfolio of jobs is Nell McAndrew, and we've got the exclusive interview.

■ *How did you get the part of Lara Croft?*

I attended a casting session with a number of other models.

■ *Did you know anything about Lara and Tomb Raider before?*

Yes, I had actually played the game a little before the casting. I had also seen Lara Croft on the front covers of lots of magazines.

■ *How do you feel about representing a digital character?*

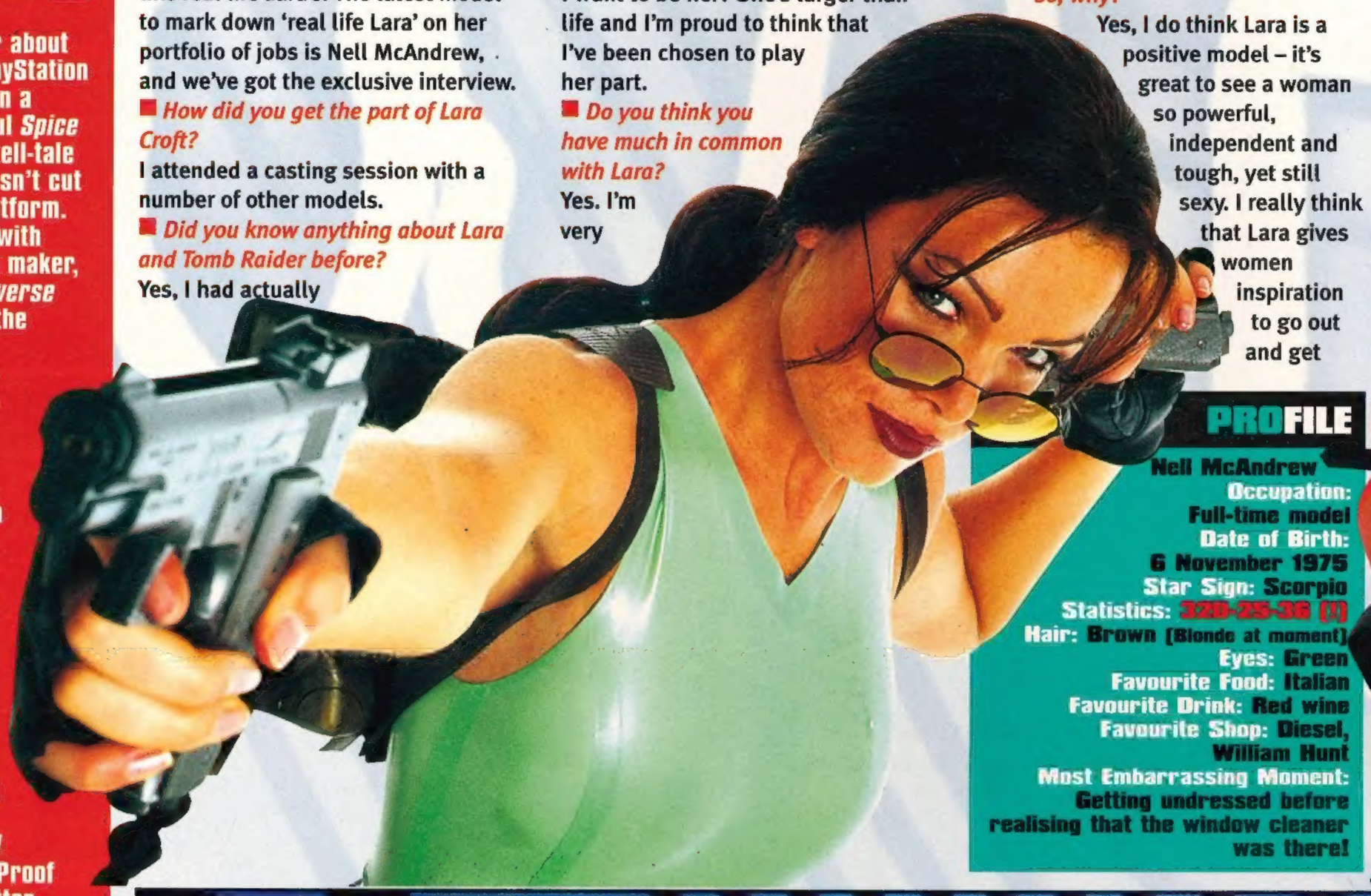
Very excited! Lara Croft is such a tough, sexy character – why wouldn't I want to be her? She's larger than life and I'm proud to think that I've been chosen to play her part.

■ *Do you think you have much in common with Lara?*

Yes. I'm very independent and I love sports – running, boxing etc. I have an athletic build like Lara and I've also got a rather large chest, though not quite as big as Lara's! I also love a challenge.

■ *Do you think Lara is a positive role model to today's young women? If so, why?*

Yes, I do think Lara is a positive model – it's great to see a woman so powerful, independent and tough, yet still sexy. I really think that Lara gives women inspiration to go out and get



**PROFILE**

Nell McAndrew
Occupation: Full-time model
Date of Birth: 6 November 1975
Star Sign: Scorpio
Statistics: 32D-25-36 (!)
Hair: Brown (Blonde at moment)
Eyes: Green
Favourite Food: Italian
Favourite Drink: Red wine
Favourite Shop: Diesel, William Hunt
Most Embarrassing Moment: Getting undressed before realising that the window cleaner was there!

# WIRED UP contents


**WLS '99** 08
We've hardly got bored of the original *World League Soccer* and already work has commenced on the sequel. But then we knew that – we're providing the ideas!

**THE X-FILES** 09
We give our first impressions on this eagerly anticipated super-natural thriller. We interact with Mulder and, especially, Scully to find out how things are looking.

**IT'S A FACT!** Berkeley Systems' hit trivia game for the PC, ***You Don't Know Jack***, is heading for the PlayStation. With a US release in November, the game will be Dual Shock compatible and accommodate three players.

**IT'S A FACT!** The release date of the blood-thirsty, pedestrian-maiming driving game, ***Carmageddon***, has slipped to March 1999. It is thought that the reason for the delay is because the programmers needed a bigger team.

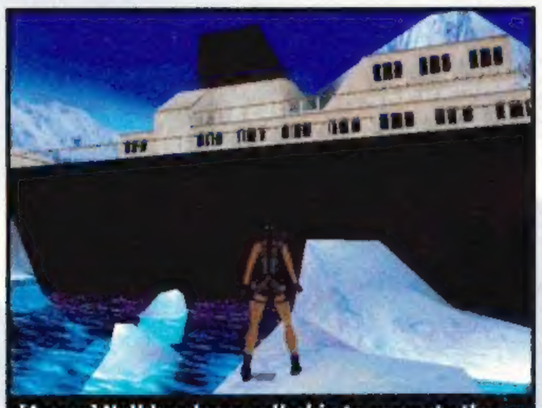
what they want. She's a real no-nonsense character!

■ ***What's the best thing about being Lara Croft?***

Being Lara makes me feel powerful and confident, and the reaction I've had from people so far makes me feel really popular, even loved! It's a real pleasure to meet all the fans who support Lara – they're so dedicated to her!

■ ***What are your aspirations for the future?***

The main thing for me is to be successful and happy. I haven't decided exactly what I want to do just yet – I'm taking each day as it comes (a bit like Lara!) I love meeting all Lara's fans so I'll be more than happy to carry on doing that!



[Above] Nell has been called in to promote the forthcoming *Tomb Raider III* game.

[Above] It should be a radical departure for Lara with more exotic locations and puzzles to solve.

**"I think men fall in love with Lara because she's so versatile. There's nothing she won't try!"**

■ ***What are your favourite leisure activities?***

I love sport: running, cycling and going to the gym, and I'm hoping to take a course in rock climbing soon! When I'm not feeling quite so active I enjoy the cinema and eating out, but every now and then I'll let my hair down and have a mad clubbing night out.

■ ***Let your hair down? But you're bald! Why did you get your head shaved?***

Because I'm crazy! I've always wanted to do it – just to see what it looks like. I guess I wanted to change my image from my previous 'Marilyn Monroe' look. Quite a drastic change – it'll be fun to show the pictures to my grandchildren!

■ ***Lara's a bit of a globetrotter – have you visited many countries yourself?***

Yes, quite a few. Including Japan, America, Lebanon, Italy, France and Spain.

■ ***What's been your favourite job so far and why?***

Lara Croft of course! I also really enjoyed my time as a hostess on the TV game show *Man O Man*, hosted by Chris Tarrant.

■ ***How did you start your modelling career – did you always want to be a model?***

I was quite interested in seeing if I had what it takes to be a professional model, so I went to see a model agency in Manchester who took me on their books. That was a few years ago and it took a long time to build up regular work and a decent portfolio, but I didn't give up. Before that I was working in a bank. After my first taste of modelling I knew that I didn't want to go back!

[Above] Tune in next month for more information on Tomb Raider III plus dozens of hot new shots!

■ ***Lara's got rather large breasts, a tiny waist and very long legs – do you think that men are attracted to Lara simply because of the way she looks?***

No, not just because she looks great, although those vital statistics do help – well, initially anyway! I think men really fall in love with Lara because she's so versatile – there's nothing she won't attempt, or at least try. She doesn't let anything get in her way and I think a lot of men really like women to be strong in character as well as the physical side of things.

**WORK HISTORY**

**Man O Man:** Game show
**Adidas:** Photographic work and presentations
**Next:** Fashion shows
**Terry Calvert, Gary Rocher, Franco:** Hairdressing shows
**Jockey Underwear:** Photographic work
**Backing Dancing:** In clubs, including Ministry Of Sound for the 'Lisa Marie Experience'
**TV Advertisements:** Working with Bob Monkhouse
**TV Work:** Recently worked with Martin Clunes and Neil Morrissey as Neil's body-double!
**Fashion and Lingerie features**
**Babycham:** Currently the 'Babycham Babe' face of '97 (until they find someone else!)
**Eidos:** Currently body-double for Lara.

# NOZIN' AROUND

**Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.**

In a bid to broaden the PlayStation's audience, Codemasters is to release **Dance Music Creator**. The package will allow users to create their own dance and techno tunes, and should provide much more scope than **Fluid** from Sony did.

Square has announced two new titles, both of them featuring their *Final Fantasy* mascot **Chocobo**. One of the games is to be a sequel to **Chocobo's Magic Dungeon**, and the other is thought to be a racing game.

Electronic Arts is to buy the makers of **Command & Conquer** (as well as the sequels) Westwood Studios from Virgin Interactive for a reported sum of $122.5 million.

Sony have released the latest PlayStation sales figures for Europe. In the last five months, five million have been sold. Add that to the previous figure of five million and you get a staggering TEN MILLION! Wow.

The movie based on the *Duke Nukem* games is in progress. 3-D Realms, the creator of Duke, has finally drafted up a pleasing concept for Duke's celluloid adventure and so shooting could commence at any time. But who plays Duke?

**TEKKEN 3** 11
We have heard rumours of a new backwards compatibility cheat for *Tekken 3* that involves one of the characters from the last game. Could it possibly be true?

**TRIBAL** 12
Details of Sony's new multiplayer, futuristic battle game come to light as we bring you information and early screenshots of *Tribal*. Be very afraid!

**LIVE WIRE** 13
SCI attempts to cushion the blow of having to wait for *Carmageddon* by bringing us this mad-cap multiplayer puzzle/party game. Grab your shades!

# ENTERTAINMENT USA

## with Cat Bucannon

**Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!**

Apart from the Presidential confession, the thing that's sent us Americans crazy this month are plastic action figures. The latest video game characters to appear in toy stores are the latest batch of **Resident Evil 2** characters (Leon and Claire), and even the main heroes and villains from the **Crash Bandicoot** games. I'll be sure to send some over to PLAY for a competition!

**RE2 Toys** – you just gotta have them!

**R4** – First in-game shot. Not!

Namco has announced that the game which effectively launched the PlayStation is set to tear up the tarmac for a fourth time. Yes, **R4: Ridge Racer Type 4** is coming. Where it will be set and what direction it will take is unclear at present. One thing that I can tell you is that the latest embodiment of the company's flagship racing series will hit the streets in Japan around December.

Platform action and shooting abound in MGM's one or two-player 'talking' blast-'em-up, **Tiny Tank**. Controlling a fast talking tank with a penchant for colourful metaphors you must save humanity and defeat the dastardly Mu-Tank by successfully by negotiating 15 levels of puzzles, power-ups and 'hilarious' one-liners to save the day. Weird or what? It should be available to buy in November.

**Tiny Tank** – now you're talking!

**Gauntlet Legends** – spectacular!

Arcade and home classic **Gauntlet**, originally released in 1985, is joining the 3-D revolution this year! Atari has decided to unleash the all new **Gauntlet Legends** on the world – but here in the US first of course! The coin-op will arrive in our arcades this October, with a PlayStation version soon after. The classic maze-solving, four player shooting action is there, but in 3-D it looks spectacular!

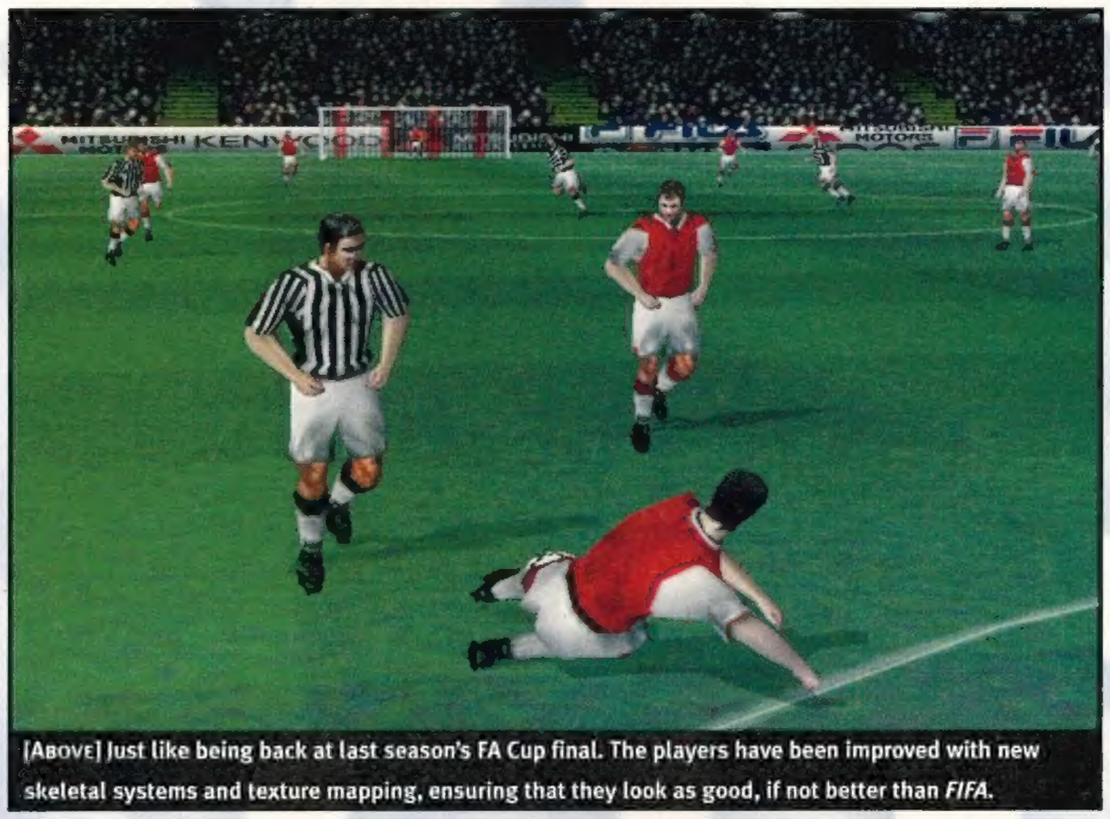
# FOOTBALL PIE!

## WLS '99 IN PRODUCTION

The sequel to what was the best football game on the PlayStation is currently being developed by Silicon Dreams.

*World League Soccer '99* is said to feature a number of improvements over the original both in terms of graphics and gameplay. Most notably of which is the switch to Hi-Res visuals and the introduction of 'skinned' models which will prevent polygon break-up and give the players a more realistic look.

*WLS '99* will also feature a new method for stadium plotting as well as enhanced crowd movement, flood lights, real-time pitch shadows that change in accordance to where the sun is. Of course, all of the player statistics will also be updated and we may even see a few extra modes of play. A November release expected.



[ABOVE] Just like being back at last season's FA Cup final. The players have been improved with new skeletal systems and texture mapping, ensuring that they look as good, if not better than *FIFA*.

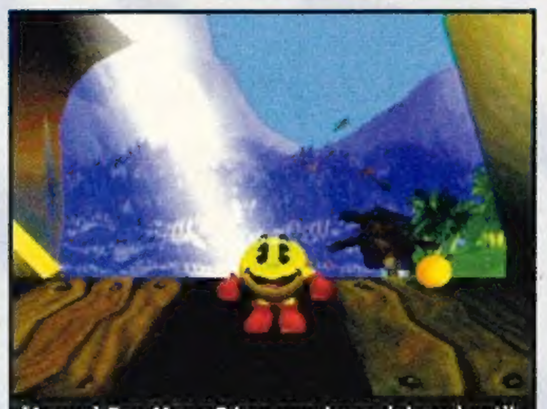
[ABOVE] The Arsenal striker lets rip with a furious strike. There's only one place that's going...

[ABOVE] Just as we thought, a spectacular screamer that flew into the top corner.

# NAMCO LINE-UP

## HOT NEW GAMES ANNOUNCED

Namco has announced its plans for the PlayStation in the US and Japan. The RPG, *Tales Of Destiny* is due for US release in September. The delayed *Pac-Man 3D* is now currently slated for a February 1999 release. Currently in development in Japan are *Ace Combat 3*, *Tales Of Fantasia*, *Smash Court 3*, a quiz game, a GunCon game, a racing game, and an action/RPG. Release dates have yet to be announced.



[ABOVE] *Pac-Man 3D* has now been delayed until February next year. Wacca wacca!

# X-TRAORDINARY!

## PC GAME ARRIVES

The long awaited interactive *X-Files* game was finally released on PC this month and proved to be a window into the future for all PlayStation *X-Files* fans. According to Sony, the console version of *The X-Files* will be almost identical to the PC and having now played and completed it, we can bring you up to speed on how it will play with a joypad instead of a keyboard.

You play FBI agent Craig Willmore – not Mulder and Scully – and your mission it is to find the two agents after they have disappeared in mysterious circumstances. As per the series and movie, no-one knows what the hell is going on, least of all the tooled up FBI agents you team up with, and it's going to take you five PlayStation disks to find out the truth, which means no matter how you play, the route is rigidly controlled with few deviations. A spoon-fed sci-fi adventure then.

Gameplay-wise you interact with the 40 hours of full motion video using a simple cursor which changes to View, Movement and Action icons when you move it over something vital; the same sort of system employed by *Broken Sword 2*. Below the widescreen video area is a list of every increasing icons which can be used to affect your actions in the game (gun, FBI badge, torch, lockpick) and help you with intelligence gathering (your personal PDA, cellular phone, evidence kit).

Having played the PC game to completion we can tell you that it starts well, with plenty of intrigue, not knowing who to trust, and dark rooms with piercing torch beams, but it should be stressed that the gameplay is essentially linear and the game comes across as a very long drawn out way of watching a brand new episode.

It will certainly be interesting to see how the PlayStation developers get around the reliance on a PC keyboard and how the FMV will stand up to conversion, but as the game has now been delayed on PlayStation until March 1999, we will have a long wait to find out.

[Above] Don't think much of Gillian's mugshot, but she's probably still unhappy about her pay.

# JAP'S EYE

## ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

**Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!**

Capcom is going back to its roots with the release of **Captain Commando** on the PlayStation. This was the first video game produced by the company, that even derived its name from it (CAPtain COMmando, get it?) It will be released in Japan as part of the **Capcom Generations** series in September, but at present there is currently no news of a UK or US release, so retro fans had better pick up an import copy.

Captain Commando — it's back!

OverBlood 2 — bigger, better!

EA released the original futuristic adventure in this country about a year ago, and now **OverBlood 2** is looming large. Even more depth and player immersion is promised. Puzzles, action and intrigue abound as you battle against sinister forces (as yet unknown) and a unique 3-D environment system allows your character full freedom to roam around. With audible narration by noted actors, it's one to watch.

ENIX, the 16-Bit adventure specialist has released yet another 'epic' one player RPG that melds science fiction with fantasy. In **Star Ocean Second Story,** the player assumes the role of a military officer who's sent to a forested world, or a young gal empowered with special healing abilities. Together, and occasionally on their lonesome, they must solve the mystery of a comet threatening the planet with extinction.

Star Ocean Second story

GunBarl — shoot noisy animals!

The sequel to **Gun Bullet** has just been released in Japan. It's called **GunBarl** and it keeps the same style of the previous game but adds loads of new stuff as well. It features plenty of new sub-games and modifications of the old ones. For example, in the first game there was a section where you had to shoot animals depending on which picture was shown, now you shoot which ever ones make noises!

## OUT NOW...

***PowerStation*** **[ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 26 features an exclusive guide to *Blasto*, plus complete solutions to *Batman & Robin*, *Bomberman World*, *Blast Radius*, *Wreckin Crew*, *Point Blank*, and more!**

# TOCA SHOCKER

## PLATINUM RELEASE REALLY SHAKES!

Great news for racing fans, Codemasters is about to release *TOCA Touring Car Championship* on the Platinum range... and it's going to be Dual Shock compatible!

The game will be released on 2 September at the bargain price of £19.99, and for the first time, players will actually be able to feel it shake. With Dual Shock pads, drivers will be able to feel every bump, grind, crash, spin and collision that takes place within the races. This is the first time that a game has actually been changed for a Platinum release, and credit must go to Codemasters for taking the initiative. Marketing Director, Mike Hayes commented: "The launch of *TOCA* in the impulse-purchase sector of the market will generate fresh enthusiasm for the brand and be a keystone for building towards the launch of *TOCA 2* in November."

*TOCA* scored 92% in PLAY.

[ABOVE] See, it doesn't really rumble here on a smooth and straight section of the course...

[ABOVE] ...But should you lose control and slide out in the wet like this, it does! Technology, eh?

# SONY DROPS 'EM!

## PERIPHERAL PRICES DROPPED

Sony intends to share some of the immense success of the PlayStation by slashing the prices of numerous peripherals.

The most significant drop is the Multi-Tap device that has been slashed from £32.99 to £19.99. Hopefully this will encourage developers to make more games that support the multiplayer feature. Elsewhere, the new Dual Shock Controller (that features full analogue 360° movement and vibrates in conjunction with the on-screen action) has been reduced from £24.99 to £19.99, the digital pads (all colours) have gone down to £9.99, and the Memory Cards have dropped to a very affordable £9.99 also. It will be interesting to see how the third-party manufacturers respond to these drops, especially in regards to the Dual Shock pads. Nice one Sony, keep them on their toes!

# ON THE RACK

## PAL

**PAL conversions about to hit the shelves and how they match up to their Japanese originals...**

### TEKKEN 3

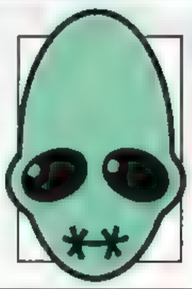
**The biggest fighting game of the year has finally arrived in a completed PAL form... and we were a tad disappointed. Apart from being squashed with big black borders, the action is somewhat slower. This is especially apparent when playing the two side by side.**

## PLAYBOYS...

Come of folks, give 'em a hand! These are the crazy guys behind this publication... but will you look at the state of them!

**Ryan Butt**
T-shirts, baggy slacks and trainers are the order of the day here. He sure wouldn't look out of place at: a Smashing Pumpkins concert.
ryan@paragon.co.uk

**Graeme Nicholson**
T-shirts, black jeans and alarming hoof-like trainers. Cap optional. He sure wouldn't look out of place at: Trumpton (or Legoland!).
silencio@paragon.co.uk



**Tom Sargent**
T-shirts, yonks-old jeans and battered trainers. Syrup optional. He sure wouldn't look out of place at: a meeting at the church hall.
tomsargent@paragon.co.uk

# THE DEVIL'S RETURN?

## NEW BACKWARDS COMPATABILITY RUMOUR HITS *TEKKEN 3*

Just when we thought we'd found every last secret in *Tekken 3*, the internet became awash with rumours of another. If true, if would be a revolutionary secret feature to the game that would add a whole new twist to the storyline.

The new secret that some folk claimed to have found involves Kazuya Mishima, the devilish son of Heihachi and heir to the Mishima Empire. Apparently, if you play a total of 1000 games, a strange sound will be heard similar to that of selecting a character. If you then go to the character select screen and scroll off to the left, you'll see a listing for Kazuya but no portrait.

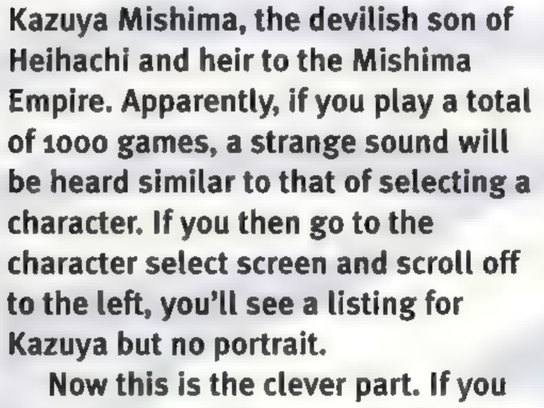
Now this is the clever part. If you select the blank space, you will be invited to either insert the *Tekken 2* disc or cancel to choose another character. If you insert the *Tekken 2* CD, it will take a few seconds to load up his character and you'll be invited to place *Tekken 3* back into the drive. Now you can play as Kazuya against all of the *Tekken 3* characters.

If this is the case, it would mean that the Theatre mode wasn't the only way Namco incorporated the disc-swapping backwards compatibility feature. Perhaps it could even pave the way for other guest characters to make an appearance. Unfortunately, we here at PLAY didn't have the time to test the authenticity of the secret and denounce it as wishful thinking.

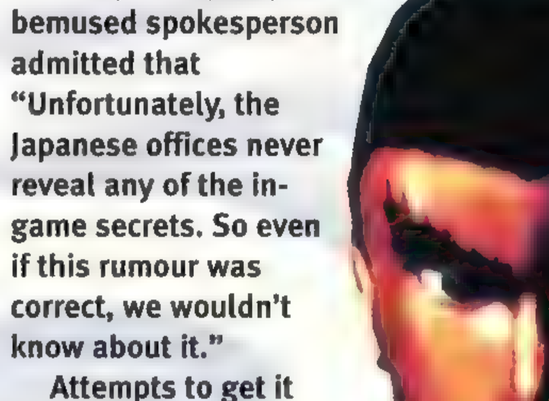
Sadly, no further light was cast onto the proceedings by Namco. We telephoned its UK offices whereby an equally as bemused spokesperson admitted that "Unfortunately, the Japanese offices never reveal any of the in-game secrets. So even if this rumour was correct, we wouldn't know about it."

Attempts to get it confirmed or denied from the horse's mouth, also drew a blank because at the time of going to press, everyone at the Japanese Namco base was away on a National holiday. So now in a bid to fathom out the truth, we're throwing down the gauntlet to our heroic readers. A lot of you will buy the game this month, so get playing with haste and put our minds at ease. If the cheat does exist, then the first person who contacts us with exact details and photographic evidence will win a free game of their choice.

Likewise, if you play over a thousand games and find the rumour to be complete twaddle, give us a call and put our minds at ease. We may even give you a mention in the mag!



[ABOVE] This bit of photo-trickery shows how Kazuya may look if he is in the game.

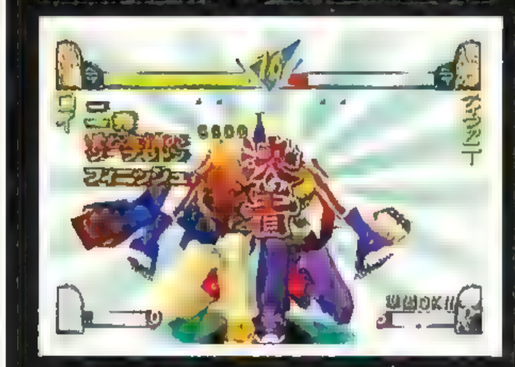


[ABOVE] This is Kazuya in *Tekken 2*, possessed by evil and doing what he does best.

## PLAY CLASSIC RECOMMENDS

**Tekken 3 [97% PLAY 34]**
The best beat-'em-up around!

**Resident Evil 2 [98% PLAY 32]**
Extraordinary gore-fest. Superb



**Rival Schools [96% PLAY 39]**
A truly fantastic fighting game.

**Gran Turismo [97% PLAY 31]**
Next generation racing, now

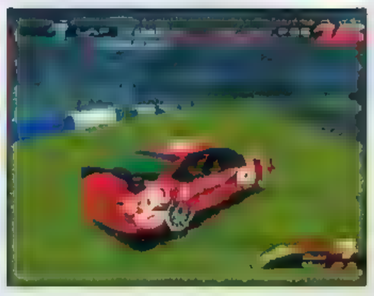
**Colin McRae Rally [93% PLAY 37]**
The greatest rally game ever!

## SENTINEL RETURNS

A follow on from the popular (at the time) C64 game. This is essentially a strategy game, but the drab looks and repetitive gameplay won't win it many fans this time round. It was also sneaked onto the shelves without us seeing it first, which is never a good sign.

## TOCA (PLATINUM)

The best racing game of 1997 is now available to buy at the bargain price of £19.99 — and you would have to be barking mad to miss out now if you don't already own it. It is even compatible with the Dual Shock pad (which it wasn't before), so that's reason enough!



# ON THE CARDS

**Here's what's been jamming up the memory cards in the PLAY office this month, if you're interested...**

## SPYRO

Unfortunately, the last version of the game we had couldn't be saved, hence hours wasted moving the cute little swine from world to world. Thankfully the latest version rectified this.

## TEKKEN 3

No sooner had the PAL version arrived in the office, we were straight in there plugging away to get all of the hidden stuff. Then we realised we still had the Jap save game data. Arse!

## V BOXING 2

We've been battling our way through the world rankings to get to the interesting characters such as Dave 'The Animal' Perry, and Dominic 'Diamond' Duran. A kicking is long overdue!

# CHARTS

In association with GAME

| Pos | Game | Developer | Publisher | Score |
|---|---|---|---|---|
| 1. | Colin McRae Rally | Codemasters | Codemasters | 93% |
| 2. | Prem Manager '98 | Gremlin | Gremlin | 89% |
| 3. | Gran Turismo | Sony of Japan | Sony | 97% |
| 4. | World Cup '98 | EA Sports | EA | 86% |
| 5. | Resident Evil 2 | Capcom | Virgin | 96% |
| 6. | Point Blank | Namco | Sony | 90% |
| 7. | Time Crisis | Namco | Sony | 90% |
| 8. | Grand Theft Auto | DMA | BMG | 88% |
| 9. | C&C: Red Alert | Westwood | Virgin | 98% |
| 10. | Theme Hospital | Bullfrog | EA | 88% |

# READERS' MOST WANTED

**VOTED BY THE PLAY READERS BY FAX, E-MAIL OR LETTER...**

| Pos | Game | Developer | Publisher |
|---|---|---|---|
| 1. | Metal Gear Solid | Konami | Konami |
| 2. | Formula One '98 | Visual Sciences | Psygnosis |
| 3. | TOCA 2 | Codemasters | Codemasters |
| 4. | Final Fantasy VIII | Square | Sony |
| 5. | Tomb Raider III | Core Design | Eidos |

# PREDICT THE TOP 3

## AND WIN YOURSELF A £50 VOUCHER AT GAME!

What could possibly be easier than predicting which games are going to top the charts? You know good games as well as we do, so hard can it be to name the ones you think are going to be hits? Hang on though, *Spice World* got quite high didn't it?

Taking into account the odd red-herring then, you goal here is to successfully predict which three games will top the GAME charts in next month's issue. If you guess right and are pulled from Tom's dusty cap, you could win a voucher for £50 to spend at any branch of Game. It's easy when you think about it (we even give you a couple of pointers below). So right down your top three and send then to: **GAME Predicts, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** All entries MUST arrive at our office no later than 25 September.

[ABOVE] If we were betting men, we'd stick about a grand on *Tekken 3* topping the charts!

[ABOVE] Perhaps *Ninja* will surprise and storm to a high slot, stranger things have happened!

# TRIBES

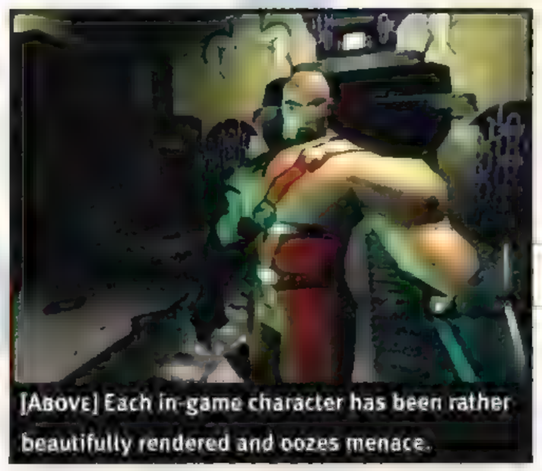
## SONY'S SOCIAL MISFITS GO TO WAR

Sony surprised us this month by sending details of a brand new game that we'd never even heard of before. Needless to say, that we felt very ashamed of ourselves!

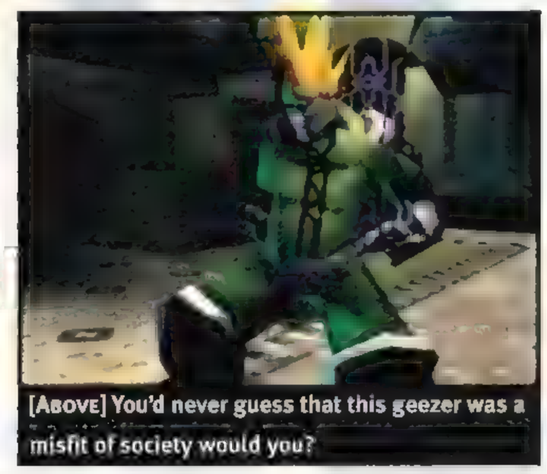
It's called *Tribal* and it is set in the distant future where the global government has banned distinct cultures in favour of uniformity and homogenisation. A group of young punks and outcasts that are living on the fringes of this society refuse to give-up their roots and so form an alliance, not to bring down the government though, these guys plan to unearth an ancestral combat and fight amongst themselves. What a bunch of nutters!

*Tribal* is a 3-D arcade-style fighting/action game whereby up to four players can smash skulls simultaneously. The idea is to run around arenas and gain control of markers by running into them and changing them into your colours. You have to obtain a certain amount of markers to win, but this isn't easy when other plays are trying to snatch them from your grasp.

Power moves, combos and tackles ensure that a blood-thirsty nature prevails, and numerous obstacles have to be interacted with and dodged... just to make things harder. We have been given no definite release date for *Tribal*, but it is highly unlikely that it'll be this year.



[ABOVE] Each in-game character has been rather beautifully rendered and oozes menace.



[ABOVE] You'd never guess that this geezer was a misfit of society would you?

[ABOVE] This is the bunch of renegades that make up the cast of Tribal. They each fight against each other in a bizarre ancient sport... and that's just to keep from falling under the government regimes.

**IT'S A FACT!** Smoking kills! We discovered at the last minute that by using the fag-vending machine in *Duke Nukem: Time To Kill*, you'll be deducted one health point every time, thus shortening your life. Clever, very clever!

**IT'S A FACT!** *Tekken 3* is the latest video game to spawn its own range of action figures (see Entertainment USA). All of the standard characters are available, including Jin Kazama, but they look a bit on the cheap side.

# DANGER! LIVE WIRE

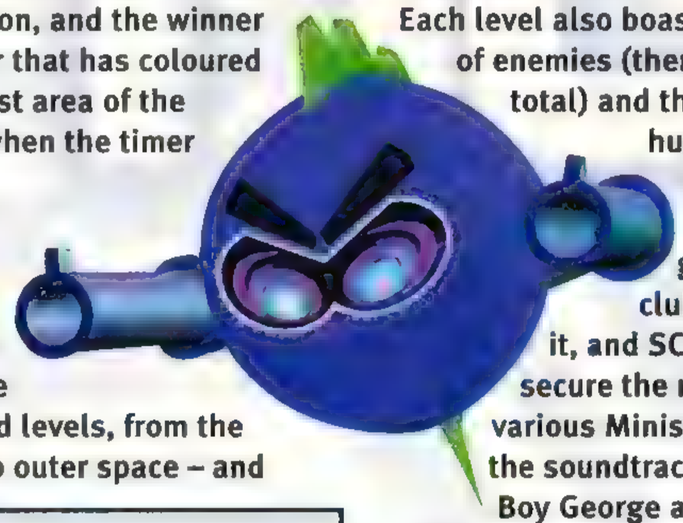
## SCI PROUDLY PRESENT THE CRAZIEST PARTY GAME!

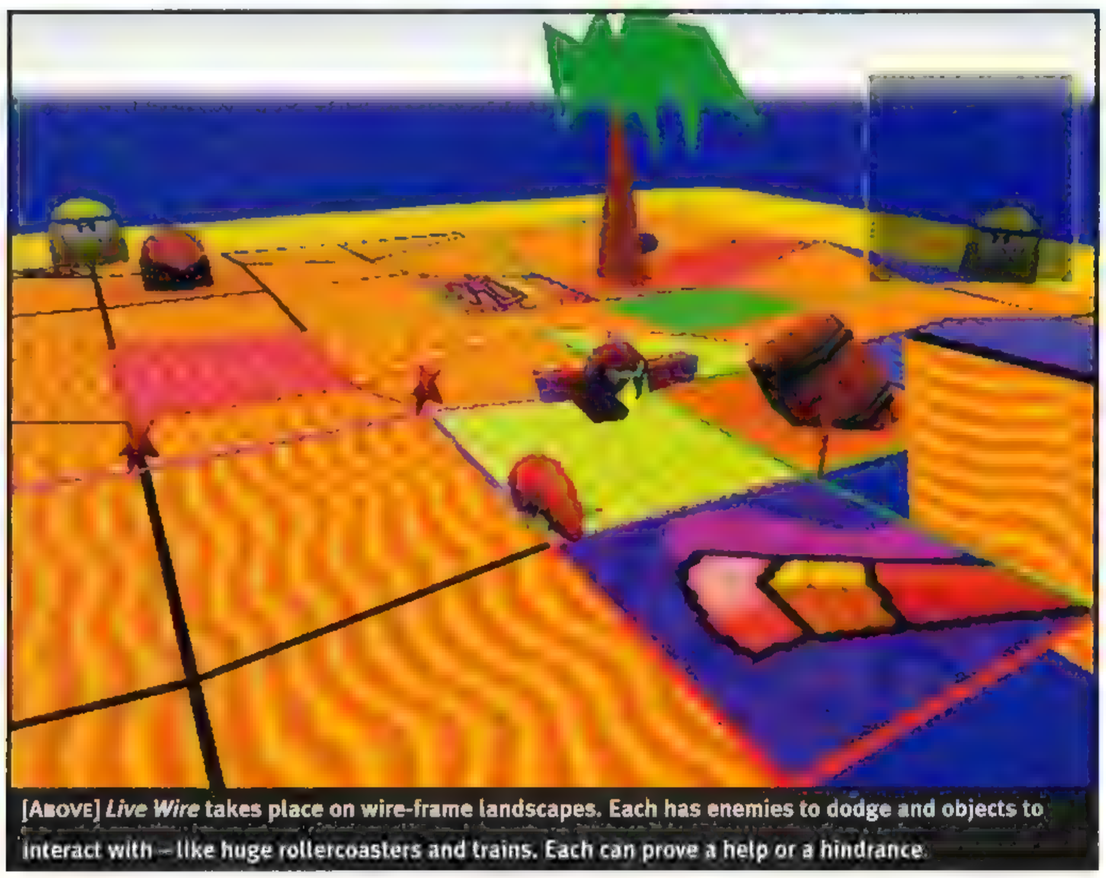
We reported about SCI's new multiplayer puzzle/party game in issue 36 of PLAY when it was called *Wired!* However, things have changed slightly since then, and the game will now be called *Live Wire!*

The object of the game is refreshingly clear-cut; you have to manoeuvre your chosen character around the lines and objects of various 3-D wire frame landscapes and colour in the squares by using your character's unique marker trail.

There are numerous power-ups to collect which will help to hinder the opposition, and the winner is the player that has coloured in the biggest area of the landscape when the timer runs out.

It's very simple to play, and features ten worlds made up of themed levels, from the Wild West to outer space – and there's even a Seventies disco level complete with strutting dancers. Each level also boasts its own share of enemies (there are over 50 in total) and there are even huge end of level bosses to vanquish. The game has a very clubby feel about it, and SCI is hoping to secure the rights to use various Ministry artists on the soundtrack – including Boy George and Carl Cox. *Live Wire* is due out in November, and will be previewed in the next issue of PLAY.





[ABOVE] *Live Wire* takes place on wire-frame landscapes. Each has enemies to dodge and objects to interact with – like huge rollercoasters and trains. Each can prove a help or a hindrance.

Also in the pipeline from SCI, apart from *Carmageddon*, is *Carmageddon Rally*. Developed by Stainless Software, *Carmageddon Rally* takes the cars and violence theme one step further by racing around a series of tracks and then plough right into the crowds if their jeers get too fruity. Watch your road rage though, as doing this will result in your arrest, so you 'll have to stay calm and play it cool.

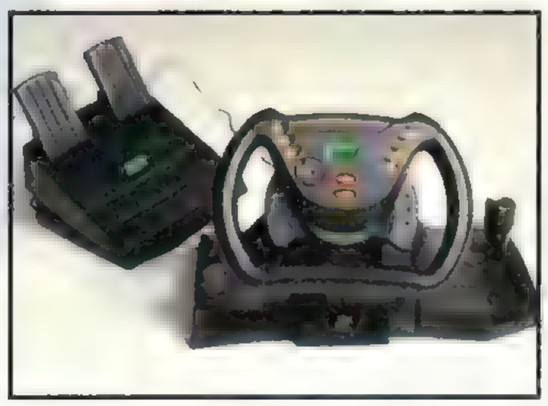
At the time of going to press, Stainless was trying to work in a way of locking the player out of the game if they caused too many deaths! We'll keep you posted on more details.

# JORDAN WHEELS

## TERMINALLY WELL!

Third-party peripheral manufacturers, Joy Tech has just unveiled its latest PlayStation accessory – a steering wheel made in conjunction with the Formula 1 racing team, Jordan.

The product packaged in the Jordan colours and features many inviting traits for Formula 1 fans. These include F-1 style paddle shift gear selection, authentic design and feel, plus full support by all of the top racing games including *Gran Turismo*. It is uncertain if Jordan drivers Damon Hill and Ralph Schumacher use the wheel with their PlayStations (they'd probably be thankful to get away from them after a hard day's work!) but it's certainly affordable to us lesser mortals at the very reasonable price of £44.99, and that includes foot-pedals! Expect a detailed review in next month's 132 page PLAY!



# EXTREME SPORTS!

## RUSHDOWN EMERGES

French developer, Canal+ Multimedia, push it to the extreme in their new PlayStation sports sim, *Rushdown*. Distributed later this year by Infogrames, *Rushdown* is an action 3-D simulator which focuses on three extreme sports: kayaking, mountain-biking and snowboarding.

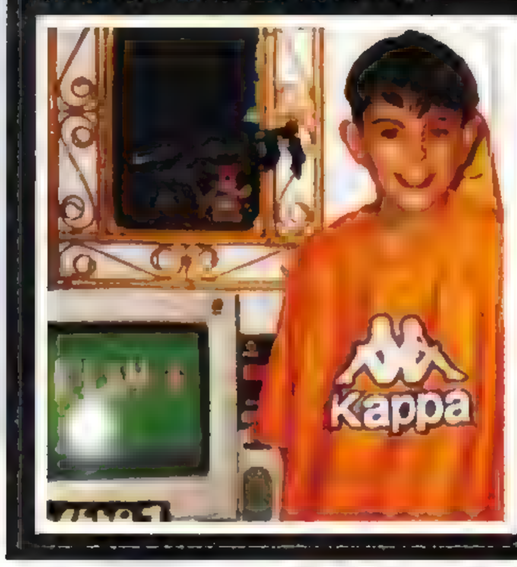
The game is split into three modes: Arcade, Championship and Battle; and there is also a multiplayer option. The object of the game is to compete in 15 different circuits staged across five continents. If you've ever dreamt about kayaking in the Colorado River, snowboarding down the treacherous slopes of Mount Kilimanjaro, or mountain-biking across the Amazonian jungle, you're probably quite insane. However, if the game lives up to the Canal+ hyperbole, *Rushdown* will be the next best thing to risking life and limb at an extreme sport (and a lot safer too!).

[Above] Kayaking down the Colorado river is made possible in Canal+'s *Rushdown*.

# VIDEO GAME NUTTAZ

**Do you class yourself as being a video game nut? Is there anything you wouldn't do in the name of your favourite video game? If so how far does your morbid fascination stretch? The address to send your nutty info to is: Video Game Nuttaz, Play Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JF**

Not so much a Video Game Nutta, more a Video Game Saddo this month! Cheeky **Jon Dawson** of Burnley reckons that scattering a meagre amount of PlayStation paraphernalia over his bedroom walls entitles him for automatic qualification in the Nutty league. Well we don't. Jon, don't think that scrawling the Play logo crudely on your PC screen won you any friends here matey!



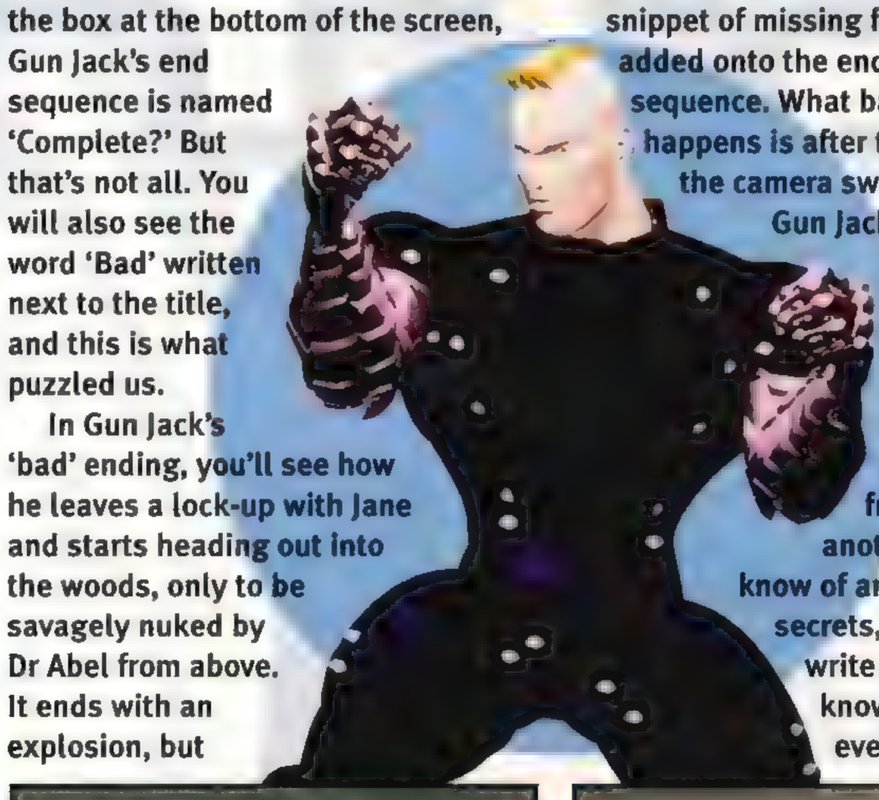

# GOOD JACK

## NEW TEKKEN 3 ENDING FOUND!

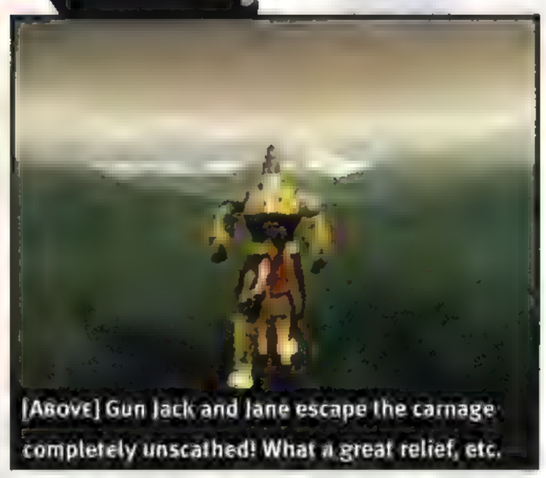
After admittedly being baffled for quite a while, we finally solved the mystery concerning Gun Jack's ending in *Tekken 3*.

If you complete the game using the character and then view his ending in the secret Tekken Theatre mode, you will perhaps notice that in the box at the bottom of the screen, Gun Jack's end sequence is named 'Complete?' But that's not all. You will also see the word 'Bad' written next to the title, and this is what puzzled us.

In Gun Jack's 'bad' ending, you'll see how he leaves a lock-up with Jane and starts heading out into the woods, only to be savagely nuked by Dr Abel from above. It ends with an explosion, but didn't quite seem complete to us. So we pondered for a while and then tried completing the game with Gun Jack in his hidden third costume (to obtain this you must use him ten times in Arcade mode and select him using the Start button). Thankfully our hunch paid off because if you complete the game this way, an extra snippet of missing footage will be added onto the end of the sequence. What basically happens is after the explosion, the camera switches back to Gun Jack and Jane that were protected from the blast by an invisible force field – and hence they got away scot-free to fight another day. If you know of any other such secrets, feel free to write in and let us know. You could even win a prize.



[Above] After the nuclear explosion, the camera pans back to Gun Jack, surrounded by a shield.



[Above] Gun Jack and Jane escape the carnage completely unscathed! What a great relief, etc.

[Above] Originally, Gun Jack's ending in the theatre had the word 'Bad' displayed next to it. However, if you complete Arcade mode with Gun Jack in his new costume, the word will disappear.

# THOSE RELEASE DATES IN FULL

**All these games should be out on the shelves within the next two months.**

Tekken 3 (Sony)
Wild Arms (Sony)
The Fifth Element (Sony)
Viva Football (Virgin)
Medievil (Sony)
Populous Third Coming (EA)
Duke Nukem: Time To Kill (GT)
G-Darius (THQ)
Tenchu (Activision)
X-Men Vs Street Fighter (Virgin)
Psybadek (Psygnosis)
SCARS (Ubi Soft)
Wild 9 (Interplay)
Assault (Telstar)
Ninja (Eidos)
Azure Dreams (Konami)

# AND THE SLIPPERS...

| Game | Publisher | Was | Now |
|---|---|---|---|
| Carmageddon | SCI | November | March 1999 |
| Metal Gear Solid | Konami | November | March 1999 |

HE WHO BEFRIENDS THE LIGHT
SHALL DESTROY THE DARK

NINJA PROVERB

# NINJA

## SHADOW OF DARKNESS

FROM THE CREATORS OF TOMB RAIDER, TOMB RAIDER II & FIGHTING FORCE

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PlayStation

CORE

EIDOS

# gt interactive

**Duke is the toughest action hero you're ever likely to meet on PlayStation. However, you will only really be able to appreciate his growling quips with spectacular sound, and his blood-splattered violence with the sharpest picture imaginable. We've teamed up with GT Interactive to offer you the meanest TV on the planet – the 28-inch Sony Super Trinitron Widescreen poppy you see here! This serious lump of technology will drop you into gaming heaven with one of the flattest screens of any CRT television, not to mention spice up Top Of The Pops with NICAM stereo sound! Just answer this question and you could be in with a chance of winning!**

# win sony tv

**In Duke Nukem's latest adventure, *Time To Kill*, he travels through:**
**1. Wolverhampton**
**2. Time**
**3. A haunted house**

**Answers on post cards or stuck down envelopes to:**

**Duke's Delight**
**Play Magazine**
**Paragon House**
**St Peter's Road**
**Bournemouth**
**BH1 2JS**




**The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers GT Interactive may not enter. All entries should be sent to arrive no later than 8 October 1998. The winner's name will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.**

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WARNING
Use of unofficial product may invalidate your console warranty

DO NOT COMPROMISE THE POWER OF PLAYSTATION. ALWAYS BUY OFFICIAL PRODUCTS.
www.playstation-europe.com

PlayStation

# THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!

**20** The long wait is at an end and Namco's hard hitting masterpiece finally makes the PAL breakthrough. We attend 'The King of Iron Fist Tournament 3' and bring you the full low-down on how this game fares against the awesome NTSC version that was released in Japan a whole six months ago!

Packed with essential information about the differences and brimming with comments and criticism from a handful of hardened *Tekken 3* players, this is the only review you need!

## Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

**90-100** If a game scores this highly it's an essential purchase and receives the Play Classic logo as a stamp of approval.

**85-89** We recommend these games as they are fun, lasting and value for money.

**76-84** A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Worth considering.

**51-75** These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

**36-50** Games that should be avoided by everyone except die-hard fans and massochists.

**0-35** Complete tripe. Duly awarded the Play Putrid.

## Play Icons

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

# ES

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

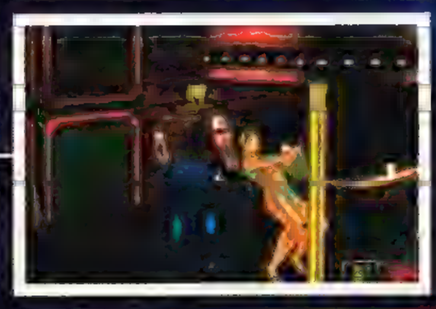
## The GAMES THEY Time Forgot

You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

# PLAY REVIEWS

Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PlayStation game without seeing what we gave it first.

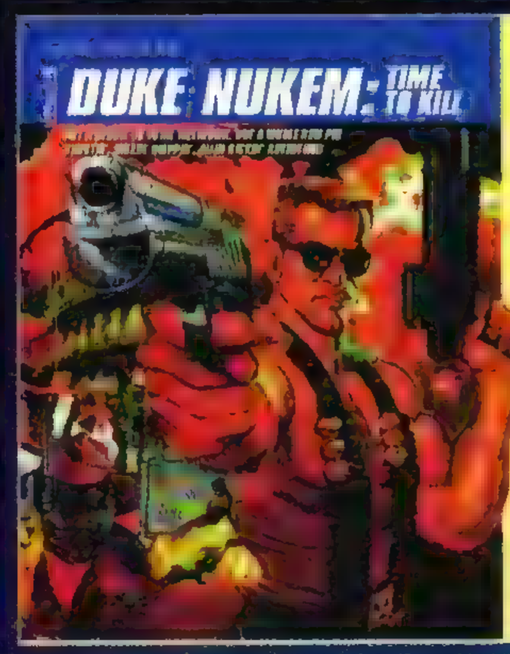

| | |
|---|---|
| TEKKEN 3 | 20 |
| DUKE NUKEM: TIME TO KILL | 44 |
| WILD 9 | 48 |
| NINJA | 50 |
| SENTINEL RETURNS | 52 |
| WWF WARZONE | 53 |
| RIVAL SCHOOLS | 54 |
| BABY UNIVERSE | 58 |
| MADDEN NFL '99 | 59 |
| G-DARIUS | 60 |
| S.C.A.R.S. | 62 |

# WORKSTATIONS

You want in-depth features on the latest software? You got it! The latest games exposed...


| | |
|---|---|
| *SQUARE* FEATURE | 26 |
| *ACTIVISION* FEATURE | 30 |
| METAL GEAR SOLID | 34 |
| F1 '98 | 36 |
| TOCA 2 | 38 |
| ABE'S EXODDUS | 40 |



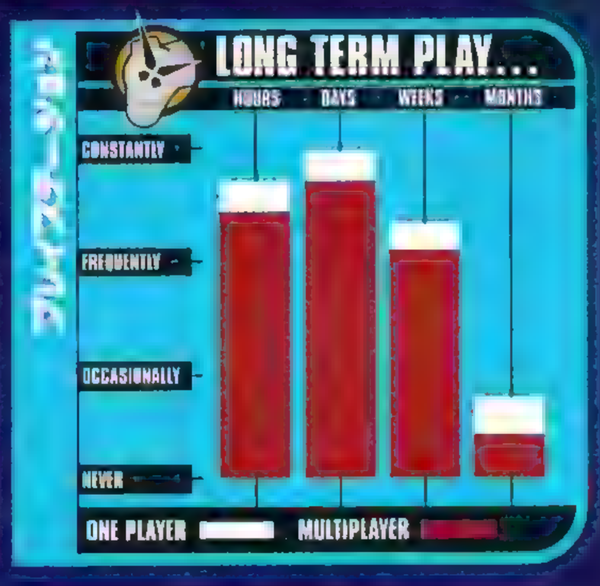

# WIRED UP

Sneaky peeks at games too big to be ignored...


| | |
|---|---|
| TR III | 80 |
| STAR CON 4 | 81 |
| UNHOLY WAR | 81 |
| ZERO DIVIDE 2 | 82 |
| B-MOVIE | 82 |
| SPYRO | 83 |
| SHADOWMAN | 83 |
| V BOXING 2 | 84 |
| CONSTRUCTOR | 85 |
| V2000 | 85 |

## Challenge Box

This designed to show you instantly how long a game will last based on the review. The one player game (in yellow) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



PLAY magazine Issue 39 1998

Written By Ryan Butt

**THE WAIT IS FINALLY OVER AND WITHIN A WEEK OR TWO MOST OF YOU WILL BE PLAYING THE FIGHTING GAME TO BEAT ALL OTHERS. GET IN THE RING AS WE TAKE ON THE PAL VERSION!**

Oof! The expected kick in the privates that is the dreaded PAL conversion syndrome has gripped the near coin-op perfection of *Tekken 3* and squeezed some of the goodness out of it... but only a little mind you!

Yes after months of hanging around like a particularly stinky fart, waiting for that elusive next 'killer game', you'll now all be able to sample what the 'chipped' contingent have been boasting about since March. The third 'King of Iron Fist Tournament' has thrown down the gauntlet and any body who gains immense pleasure from smacking-up polygon thugs, and indeed bitches, had better count their pennies one last time before trotting off into town and purchasing the fighting game of the year.

PLAY information

**Publisher:** Sony
**Customer support:** 0881 505505
**Price:** £39.99
**Release date:** Out now

PLAY CLASSIC

## IRON FIST

*Tekken 3* picks up the tale of combat 19 years after the last game, and just in case you didn't catch our gleaming review of the Japanese import version a few months ago, here's the news in brief: Kazuya intruded on Jun Kazama's person and she gave birth to a bouncing baby boy, Jin. Then a mysterious force began abducting various martial artists from around the world (including Jun) and so Heihachi Mishima organised 'The King of Iron Fist Tournament 3' to flush out the entity and enable everyone to give it a sound kicking.

So there you have it, *Tekken 3* picks up the story nearly two decades on and the characters involved range from ageing oldies to offspring, with a sack-load of new ones thrown in to take the overall tally up to a whopping 22!



# TEKKEN 3

## DIF'RENT STROKES

Despite huge initial fears, and quite aside from the expected PAL mark-downs, Tekken 3 isn't as removed from its Japanese counterpart as we once feared. In fact the only actual in-game difference we spotted was the alteration to Anna Williams' ending that we reported in Wired a few months back. Observe...

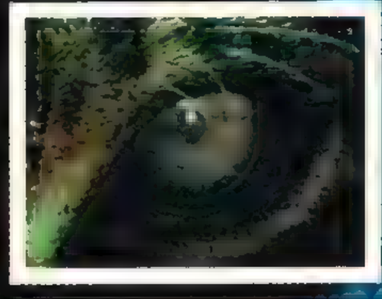
### ORIGINAL JAPANESE ENDING

Reclining by the pool, Anna and sister Nina soak up the sun's rays, only to be surrounded by a bunch of testosterone-fuelled young studs who fancy their chances with the plucky birds. Sensing the opportunity to steal the limelight, Anna starts flaunting her body in front of the drooling pack. Nina takes exception to this and sneakily whips off Anna's bikini top, leaving her sis distinctly red around the chops. Nina exits stage left wearing a wry smile.

### US AND EUROPEAN ENDING

Reclining by the pool, Anna and sister Nina soak up the sun's rays, only to be surrounded by a bunch of testosterone-fuelled young studs who fancy their chances with the plucky birds. Sensing the opportunity to steal the limelight, Anna starts flaunting her body in front of the drooling pack. However, it would appear that a bikini top parting company with Anna's ample charms would be deemed too saucy for us racy westerners. So in this ending, Nina doesn't get her revenge. Instead, Anna exits stage left with salivating bone-heads in tow wearing a wry smile. Strange.

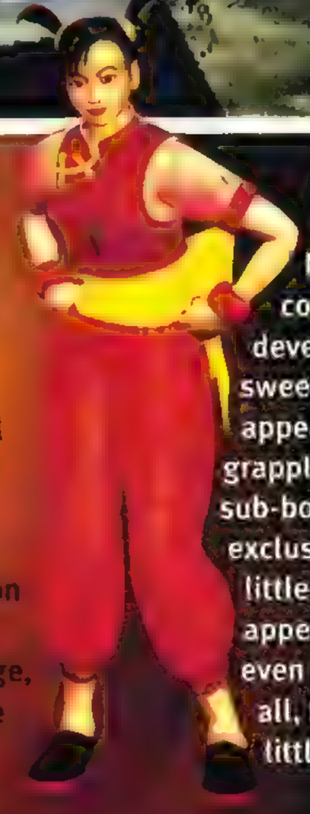
ORIGINAL | NEW!



## THE BIG GAME

**"Namco has tucked loads of sweet secrets away..."**

*Tekken* fans will instantly gel to the vast ensemble of hard-hitters as many of the fighting styles are either identical, similar, or evolution's of previous styles and they are just as accessible and yet tricky to master as before. You see, the attraction of this game and why all the other *Tekken* games have become so popular is because it is often apparent that players seem like hardened pros at face value, but underneath the flashy multi-combo exterior they are in fact rank amateurs. Why? Simple, pounding the buttons like a mean mutha gets results and you can rip through any stonewall defence by tapping buttons in sequence or simultaneously, and the on-screen special effects, nifty camera tricks and replays that reward your onslaught are immensely satisfying. Of course, it's not all that simple, there is much here for the true experts, the tricky ten-hit combos and throw continuations that take precision timing and cat-like reflexes to pull off. But you get the message, there is something in this game for everyone.



## LITTLE MYSTERIES

Not famed for delivering the complete package from the start, developer Namco has tucked loads of sweet little secrets away that don't appear until you've had a good grapple with this baby. There are the sub-boss characters, the PlayStation exclusive characters and the bizarre little sub-options – all enhance the appeal of this package greatly and even when you think you've found it all, there are still subtle little surprises tucked

# STARTERS

*Tekken 3* invites you to fight with all parties, because by doing so, you'll earn new sub-boss characters by beating the game. There are ten standard characters and ten bosses, all will be yours if you test your might in the 'King of Iron Fist Tournament'.

**Jin**

The son of Jun Kazama and Kazuya Mishima, Jin is entering the tournament to avenge the death of his mother at the hands of the dreaded Ogre.

**King II**

When the original King is killed by the Ogre, a 24 year old man orphanage vows to avenge his death. Trained by Armour King, King II is set

**Eddy**

When his father was gunned down by drug barons, Eddy admitted to order to kibe in prison. But now he's free and ready to track down his father's killers for a spot of revenge.

**Nina**

After failing to kill Kazuya Mishima at the last tournament, Nina was seized by his troops and handed over to Dr B. She was used as a guinea pig in his Cold Sleep experiment and has remained in suspended animation for the last 15 years.

**Xiaoyu**

Eager to fulfil her dream of building the ultimate theme park, Ling Xiaoyu approaches Heihachi Mishima to fund her project. But he will only help if she wins the tournament. No problem for young Ling.

**Law**

Training at the same dojo as his father, Marshall Law, young fighter. So when Paul forest spots his chance to prove himself

**Hwoarang**

Part of a hustling fighting team Hwoarang is gutted when his teacher, Baek, is killed by Ogre. Now he thirsts for revenge.

**Yoshimitsu**

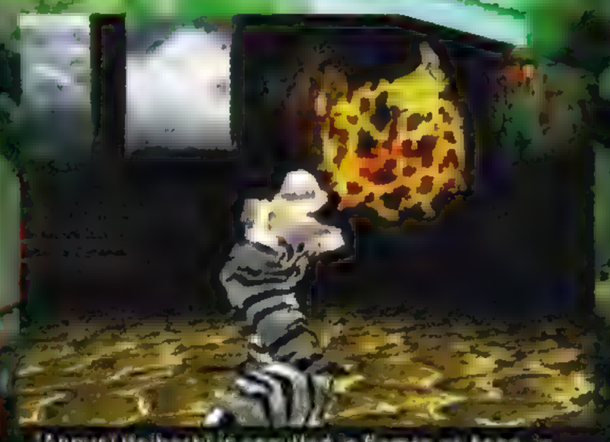
Doctor needs Ogre blood to save his life from a nasty illness.

**Paul**

Still having to prove himself at teach these kids a

**Lei**

Disappearances at the hands of Ogre when Lei is intrigued as to why



[Above] Heihachi is engulfed in flames as Anna, in her snazzy special outfit, attacks hard.

[Above] King the wrestler uses some of his trademark grapples to contort his rivals. One of his combines about six different techniques and lasts for about 30 seconds. His opponents don't stand a chance.

[Above] Even at his age, Heihachi Mishima still packs a powerful punch, as Anna soon discovers. Will he have the strength and courage to confront the Ogre beast though. That's the point of the competition after all.

[Above] Jin finds it hard to keep a straight face when up against the bizarre pint sized dinosaur.

# FORCE MODE

Not to be found in the arcade version is this sideways scrolling beat-'em-up sub-game wherein you are able to choose any of the characters and then embark on a four level mission to infiltrate the heart of the Mishima empire and topple the boss, Heihachi.

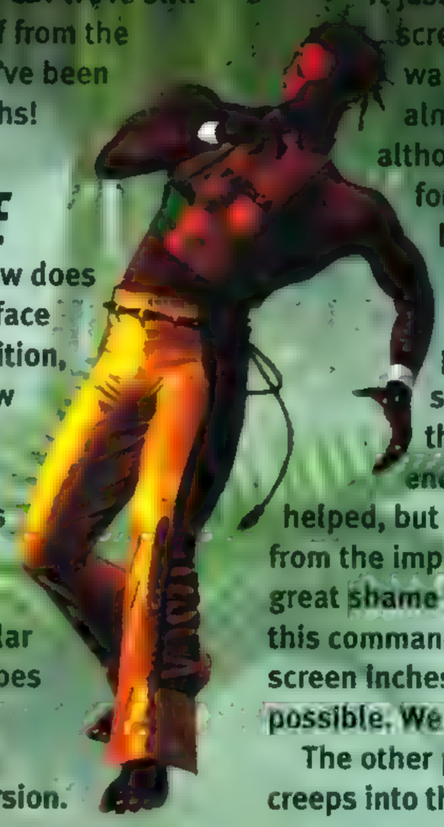
Not fast by any stretch of the imagination as there are countless henchmen to tackle, a boss at the end of each level and a time limit that can be upped by defeating the cronies. If you take a battering then your energy can be replenished by munching on the tasty bits of chicken that appear at random points. Every time you complete the Tekken Force mode you'll get a key. Complete four times and you'll go on to face Dr B, obtaining him as a secret character if you are victorious.

deep within the CD. We're still uncovering stuff from the Japanese version, and we've been playing that for five months!

## PLAY WITH ME

Right, enough already, how does this long awaited sequel face off against the PAL opposition, and more importantly, how the hell does it play?

When the copyright warning screen fades, it is instantly apparent that the picture has been squashed due to the regular heavy borders, and this does affect the larger than life appearance that instantly wowed us with the Jap version.

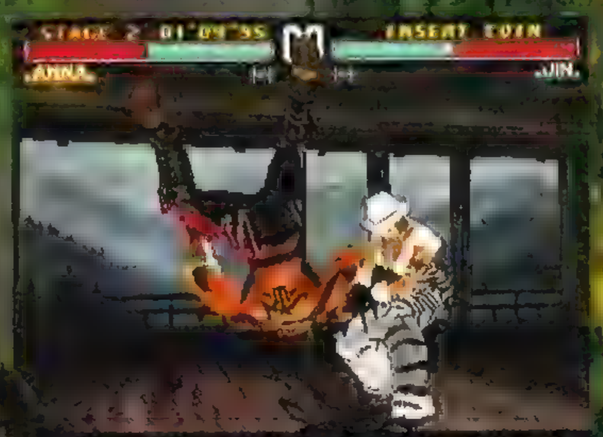


It just looks weedier and not the screen-filling monster it once was. The intro still packs an almighty punch though, and although now in wide-screen format, is still probably the best the PlayStation has seen so far.

The reduced picture also plays havoc with the loading screens and more importantly the in-game action. Fair enough it can never really be helped, but the truth is that it detracts from the impact of the game, which is a great shame because fighting action like this commands to be played on as many screen inches as is technologically possible. We hate PAL.

The other problem that creeps into the equation is the

[Above] Zombie cop, Bryan Fury wades through the opposition in order to have a pop at Yoshimitsu. But Lei is on his case and may be able to stop his evil plan.




[Above] Never shake hands with Anna! Here she twists Jin's arm in a rather awkward fashion.

## BOSSES

Every time you complete *Tekken 3* in Arcade mode, a new hidden sub-boss character will be unlocked. There are nine to collect as well as other hidden characters that must be obtained through other methods.

**Kuma/Panda**

Kuma is the offspring of previous pet, also named Kuma, that died of old age. Panda is Xiaoyu's pet and shares the same moves as Kuma. Both are pretty lame to use though!

**Julia**

Julia was adopted by Michelle Chang when she was found abandoned on an ancient burial ground. She was devastated when Michelle fell victim to the Ogre whilst seeking out the truth.

**Gun Jack**

Destruction by the girl he saved years ago, Jack is rebuilt and re-programmed by the girl. However, he has lost many of his human characteristics, but at least he's ready to kick ass again!

**Mokujin**

Mokujin has a life of it's own. On the scene, a fighting dummy that was kept in a museum for years. Mokujin adopts the random fighting style of any of the other characters to win the bout!

**Anna**

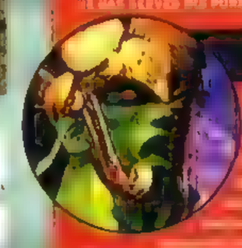
Anna is Nina Williams' sister and the two are famous for fashion. But, like her sister, Anna was frozen in animation the same time as Ogre from killers again.

**Bryan**

Bryan Fury is a zombie cop who is dead and is animated by a man named Dr Abel, a mysterious Dr B. Abel created Bryan to steal the data of Dr B's Cold Sleep machine and so he entered the tournament to target Yoshimitsu who has strong links with Dr B.

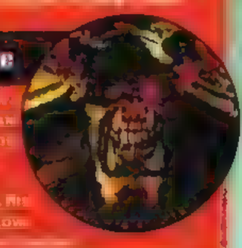
**Heihachi**

At 75, this Grandad is surely in no state to fight. Having trained Jin for the tournament, Heihachi is using him to flush out Ogre. But what will become of Jin when he has served his purpose to Heihachi?



**Ogre**

Ogre is the fighting [illegible]



**True Ogre**

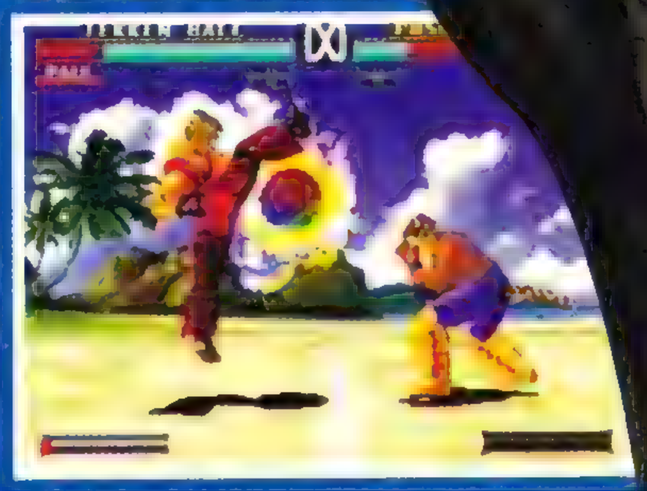
When you destroy Ogre's semi-human body, he shows his true self in the form of a fearsome beast. His size makes him slow, so dodging the missile shouldn't be too hard.

## TEKKEN BALL MODE

Okay, it's getting a bit surreal now. As if competing in the world's biggest fighting event wasn't enough for these folk, they can try their hand at a spot of beach volleyball for extra kicks.

This mode only becomes available once you complete the Arcade mode with any ten characters and, well, it's just a bit of a laugh really. The idea is to defeat your opponent and there are three ways to go about it. You can either get close to the line and give 'em a good kicking, or you can punch the ball so that it lands on the ground over their side. The best and most flashy way though is to hit the ball with a special move so that it flashes. If it hits your opponent in this state it will cause major damage. If your opponent retaliates and sends it back still burning, the ball gets more powerful and if the bars at the bottom become fully charged, the ball becomes engulfed in flames and can't be stopped.

When you get Tekken Ball Go!, the hidden cartoon dinosaur character will be unlocked and you can either defeat him in Tekken Ball mode or defeat him and complete Arcade mode when he pops up.



## HIDDEN...

**Gon**

**Dr B**

**Tiger**

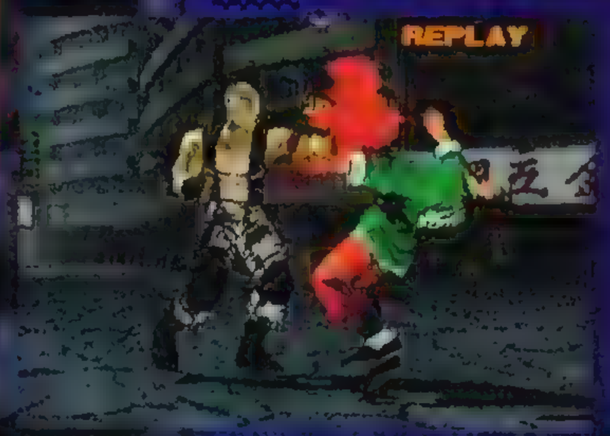
## THEATRE

OUR FAVOURITE THIS ONE. THIS DINKY THEATRE IS A MECCA FOR RENDER-FANS. IT IS UNLOCKED WHEN YOU COMPLETE THE GAME WITH THE TEN BASE CHARACTERS AND WATCH ALL OF THEIR ENDINGS. THESE ENDINGS WILL BE AVAILABLE IN THE THEATRE FOR REPEATED VIEWING, AS WILL THE ENDINGS OF EVERY OTHER CHARACTER THAT YOU OBTAIN AFTERWARDS.

IF YOU GO ON TO FILL ALL THE MOVIE SPACES IN THE THEATRE, YOU'LL BE AWARDED TWO EXTRA MOVIES OF THE INTROS AND A COUPLE OF NEW OPTIONS. NOW THIS IS WHERE IT GETS REALLY CLEVER. THE FIRST OPTION IS A SIMPLE SOUND TEST THAT LETS YOU TAP YOUR FEET TO THE CREAM OF THE GAME'S FUNKY TUNES. AND THE SECOND IS THE INTRIGUING 'DISC'. LET US EXPLAIN. BY SELECTING THIS OPTION, YOU ARE INVITED TO INSERT ANY OF THE PREVIOUS *TEKKEN* GAMES AND IT WILL STRIP THEM OF FMV AND ENABLE YOU TO WATCH EVERY SEGMENT OF GLORIOUS RENDERED TRICKERY EVER SEEN IN A *TEKKEN* GAME. YOU CAN'T PUT A PRICE ON CLASS LIKE THIS!

[ABOVE] Ouch! Outta sight! You're a lame sucker! Seventies throwback Tiger uses his natural rhythm and break-neck disco dancing moves to humiliate his opponents. We have judged him to be one of the best characters!

[ABOVE] Each character has their own brilliant ending sequence that vary between shocking, scary, funny and just plain bizarre. Lei's ending is very spiritual and shows him training for the tournament.

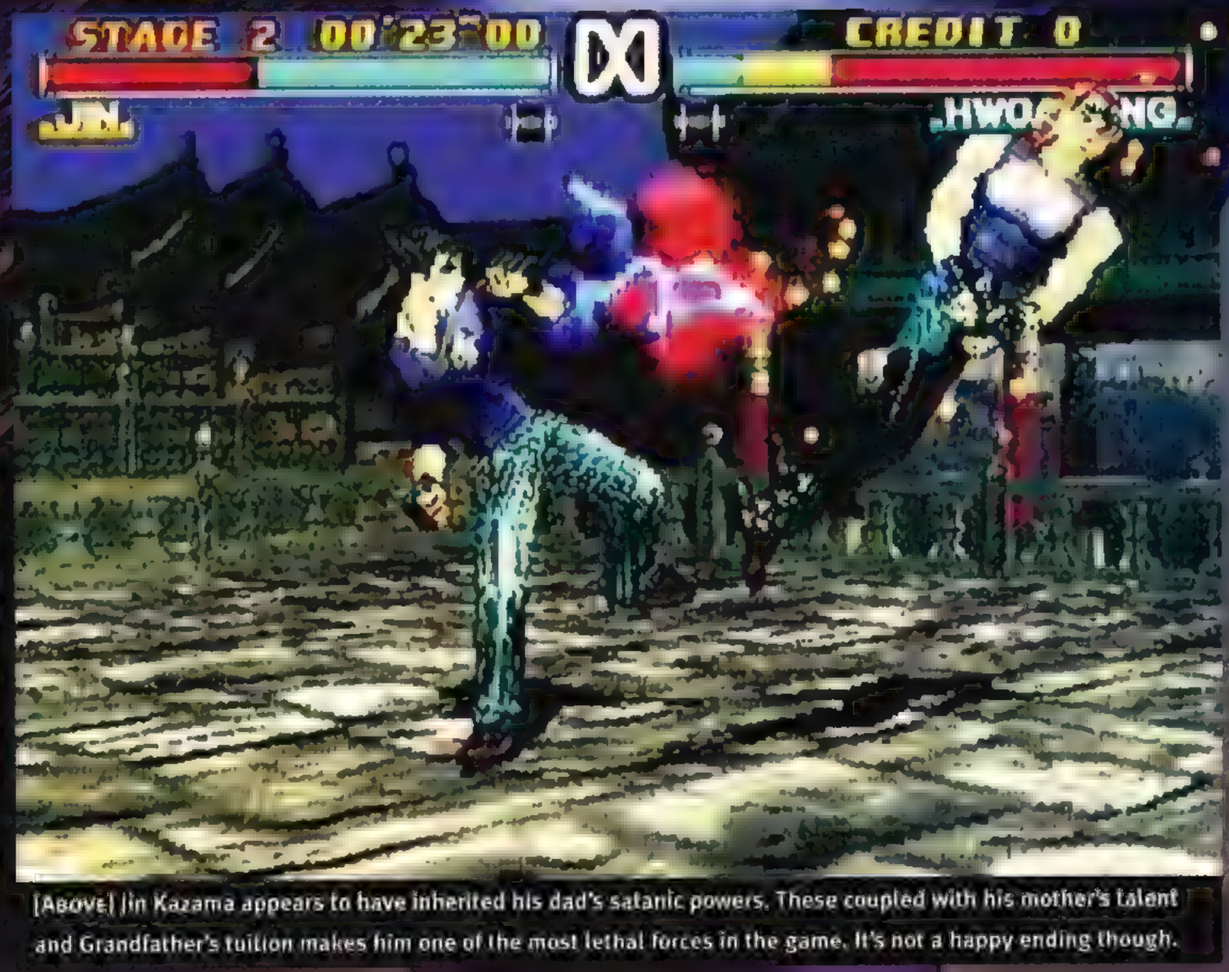


[ABOVE] The two great fighters collide but only the most potent of punches breaks through the stonewall defence and makes an impact. Luckily for Lei, it was his killer blow that did the most damage.

**"The PAL version *is* slower than the NTSC..."**

[ABOVE] Lei the supercop breaks Jin's neck with a nifty pivot and a hefty wrench of the arm.

[Above] Ling in her secret school uniform outfit shows the older guys a thing or two about fighting.




[Above] Jin Kazama appears to have inherited his dad's satanic powers. These coupled with his mother's talent and Grandfather's tuition makes him one of the most lethal forces in the game. It's not a happy ending though.

speed. Hmm, dodgy ground this. *Tekken 2* was criticised by true fans because it didn't up the ante much over the original, similar stuff can be said about this, and although this PAL version isn't considerably so, it is slower than the NTSC version, which is sure to displease folk once more. Oh how we crave for a massive injection of speed!

If frenzied fighting that can be construed as being mindless and tactical, depending on your ability, is what gets your interest then *Tekken 3* certainly packs a killer blow that'll certainly leave you gasping for air. Obviously if you haven't seen or played the NTSC version then you'll be as suitably impressed with this as we were back then. As soon as you start making serious contact with the other combatants, you'll become engrossed and fall hook, line and sinker for this heavyweight champ.

Having played the coin-op version extensively in the name of research, the only real difference is in the 2-D backgrounds where once they were 3-D. But this is a minor niggle when you realise how well this holds up in all the other departments, and to be honest, you won't really notice anyway.

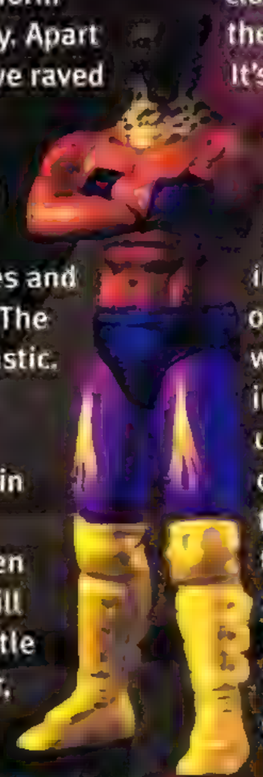
[Above] Lei's best move is when he leaps onto an opponent's chest and propels himself backwards.

## BLAST YOUR EARS

Namco has pulled off an amazing feat to convert this game to a home platform with such accuracy and prosperity. Apart from the sizzling new intro that we raved about earlier, other moments of genius include the fantastic animation and attention to detail on the characters, the development of the fighting styles and variety in moves, and the sound. The audio aspect of the game is fantastic.

Let us remind you that Namco doesn't make game music, it composes it. The range of tracks in *Tekken 3* act as the perfect companion to the frantic on-screen action. The lethal combination will make your pulse race just that little bit faster, you palms get sweatier, and cause the hairs on your neck to stand on end. The brilliant scratching effect to be heard on Heihachi's stage remains a classic, as does the thumping bass on the final True Ogre battle.

It's a shame that *Tekken 3* took so long to arrive over here as the 'honeymoon' period that proceeded its import release has enabled more equally as impressive fighting games to sneak out. Take *Rival Schools* for example, what a cracker (see the full review in this issue), and this has undoubtedly taken some of sheen off of *Tekken 3*. But this is certainly the best PlayStation fighting game to be given a PAL release and one which you'll keep on plugging away with for many months to come. But Sony, be a bit quicker about it next time!



## WANT SOME?

TO ADD A BIT OF SPICE TO THE PROCEEDINGS, WE ASKED OTHER KEEN *TEKKEN* PLAYERS ON HOW THEY THOUGHT THE NTSC AND PAL VERSIONS OF *TEKKEN 3* COMPARE. HERE ARE THEIR UNBIASED RAMBLINGS.

**Adam Boussada** (WRITER, *POWERSTATION* MAGAZINE)
WELL IT'S DEFINITLY SLOWER, BUT THIS ACTUALLY IMPROVES THE GAME. THROWS AND COUNTER HOLDS ARE EASIER TO BREAK OUT OF BECAUSE OF THIS SLOW DOWN. ELIMINATING THE CHEAPNESS FACTOR OF SUCH MOVES.

**Paul Morgan** (WRITER, *POWERSTATION* MAGAZINE)
THE SLOWDOWN OF THE PAL CONVERSION IS ONLY MINIMAL AND DOESN'T EFFECT THE GAMEPLAY IN THE SLIGHTEST. FOR THOSE UNFAMILIAR WITH THE NTSC VERSION, YOU'RE NOT MISSING A THING, EXCEPT ANNA LOSING HER BRA!

## PLAY

| | |
|---|---|
| LOOKS | 9 |
| SOUNDS | 9 |
| GAMEPLAY | 9 |
| VALUE | 9 |
| PALABILITY | 5 |

# 94%

Loses out in conversion, but still great!

**Alternatively:**
Dead Or Alive 91%
Street Fighter Ex Plus 91%

# BRAVE FENCER MUSASHIDEN

## PROGRAMMING PERFECTIONIST, SQUARE, IS BACK WITH A HANDFUL OF QUALITY GAMES IN THE PIPELINE AND ONE OF THEM JUST SO HAPPENS TO BE FINAL FANTASY VIII, BUT MORE ABOUT THAT LATER!

Written By Ryan Butt

**Blueprint**

- Publisher: Square
- Developer: Square
- % Complete: 100%
- Exp. Release Date: Out now
- Origin: Japan
- No. of Players: 1

**SOFTOGRAPHY**

TOBAL NO 1
TOBAL 2
PARASITE EVE
FINAL FANTASY VII
EINHANDER
XENOGEARS
BUSHIDO BLADE
BUSHIDO BLADE 2

Despite the influx of PlayStation games flooding downstream in the run-up to the crazy Christmas season, you can count the amount of top-quality software houses on one hand. By quality, we mean that hardly a duff game is ever churned out. Namco is one such example, if you exclude the *Namco Museum* series ! The other classic example is Square – well, can you recall a duff Square game? We can't!

### SQUARE EYES

PLAY has been championing the Square cause since birth. It was us that demanded an official release of *Tobal No 1* (okay so it took rather longer than expected and the game had dated a bit since it wowed us on Japanese import but still...), and adored the recent gems such as *Tobal 2* and *Parasite Eve*, but the best is yet to come.

As reported in recent issues, the quirky platform/action/RPG game *Brave Fencer Musashiden* has just been released in Japan. Fine. But it comes with a free demo disc of forthcoming Square beauties like *Erhgeiz*, *Another Mind* and some obscure game called *Final Fantasy VIII*. We'll come to those in a moment, but for now let's take a look at *Musashiden*...

### EN GUARDE!

Despite rapidly becoming famed for producing cinematic RPGs of such immense quality that would have the likes of Steven Spielberg cringing, Square does occasionally turn its attention to the bizarre, and *Musashiden* is this year's crack-pot project.

You play a super-deformed ninja bloke who must embark on a intrepid adventure to save a beautiful and equally as mis-shaped princess from the clutches of evil. You start the game with basic running, jumping and sword slashing abilities, but more complex manoeuvres can be acquired later on.

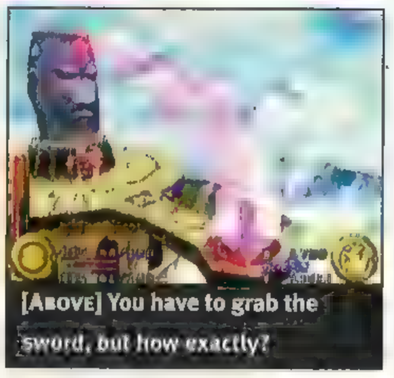
[Above] This is the first huge guardian in *Brave Fencer Musashiden*, and it takes some finishing off we can tell you! You'll face it three times before you can demolish it completely, each time it gets harder.

Getting to grips with the game takes time and a bit of patience to begin with as the Japanese text makes learning new things take slightly longer. Before too long though you'll be well hooked on a strangely sophisticated and variation-packed game that is reminiscent of the old *Mystical Ninja* games on the SNES.

The action in *Brave Fencer Musashiden* is so diverse that you'll not get bored despite not knowing the lingo. For example, you start off traipsing through woods slashing baddies and collecting coins. Then you reach a castle that must be scaled inside and out before a boss at the top makes life difficult. All this is done with constant perspective changes until the boss is toppled. After this occurs, a large stone head will chase you back down through the woods as you run out of the screen avoiding obstacles so as not to get squashed. Like we said, it's all very bizarre.

Of course, the Japanese go mad for stuff like this, but the humour never seems to translate over to an English audience, take last month's *Tombi* review as an example. So far there is no official release scheduled for *Brave Fencer Musashiden*, but those of you lucky enough to play imported games, you'd be well advised to check it out, not least because of the demo disc.

[Above] The stone head chase is a great laugh and very well done.



[Above] You have to grab the sword, but how exactly?

[Above] This is the moment when the princess is seized.

**"Brave Fencer Musashiden is a strangely sophisticated and variation-packed game!"**

# EHRGEIZ

**WHEN WE CLOCKED THE ARCADE MACHINE, WE WERE APPREHENSIVE ABOUT WHETHER OR NOT IT COULD BE CONVERTED TO PLAYSTATION. MORE FOOL US!**

We found one of the surprise inclusions on the Square preview disc to be a conversion of the stunning new arcade beat-'em-up by Dream Factory, which was a joint venture between Square and Namco.

Fans of the *Tobal* games will instantly gel to the game's simplistic fighting style which is flavoured superbly by stunning high-res graphics that give it a lavish and attractive appearance. One of the best features of the game is the way in which there are different levels of the arenas to fight on for an extra element of depth missing from so many of the present PlayStation fighting games.

## Blueprint

- Publisher: Square
- Developer: Dream Factory
- % Complete: 15%
- Exp. Release Date: TBA
- Origin: Japan
- No. of Players: 1-2

[Above] Stretching reality to the hilt, she runs along a falling log!

## A LONG TIME AGO...

*Ehrgeiz* centres around a mysterious weapon found in the ruins of a German castle. The weapon – a sword – had a broken blade, had a valuable stone set in the handle and was later to become the symbol of a world famous fighting tournament, with the weapon itself being the ultimate prize, but it was also to have another purpose.

**"Despite *Ehrgeiz* being a marvellous game, it may never see light of day outside Japan..."**

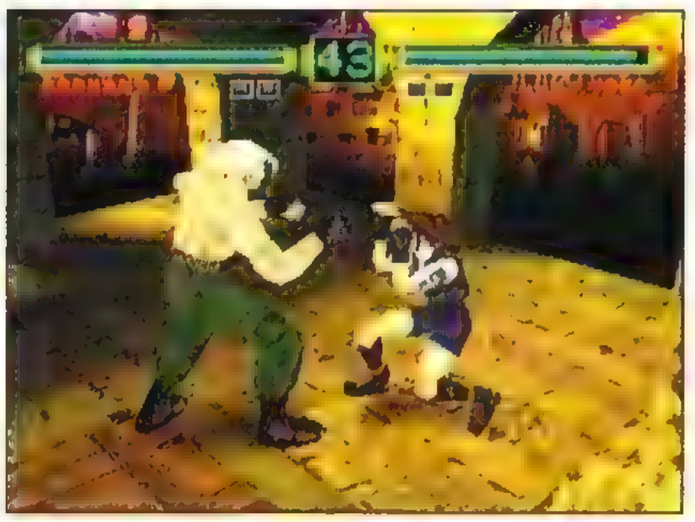
A secret organisation known as Red Scorpion that was carrying out a secret excavation of another ruin in the Middle East desert which was said to contain the secret of immortality. However, Red Scorpion was unable to get past the huge door and legend has it that the stone set in the handle of the Ehrgeiz sword was the key required to open the great door

Now the Ehrgeiz tournament is ready to kick off again with combatants from all over the world ready to compete for the valuable prize on offer... for whatever reason.

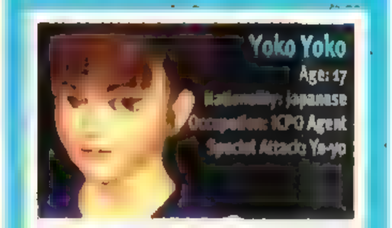
[Above] In good Square tradition, the game features a superb rendered intro that introduces you to all of the hard-as-nails characters who are out to win the sacred Ehrgeiz sword.

## HERE'S HOPING

Despite *Ehrgeiz* being a technically marvellous fighting game, there is a possibility that it may suffer the same fate as *Tobal 2* and never see the light of day outside of Japan. This would be a huge tragedy as the very nature of the game and some of the characters contained within would make it of huge interest to many western folk. From what we've played, the game isn't quite up to the *Tekken* standard in terms of complexity of battles and moves, but it does offer a different kind of challenge and will at least be a worthwhile alternative.



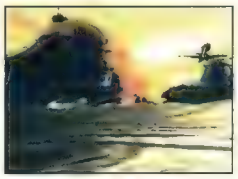

## GEIZERS...

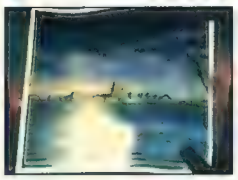


# FINAL FANTASY

## Blueprint

- Publisher: Square
- Developer: Square
- % Complete: 50%
- Exp. Release Date: November'98
- Origin: Japan
- No. of Players: 1



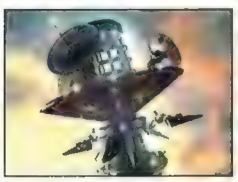


THE STAR ATTRACTION OF THE SQUARE DISC IS UNDOUBTEDLY THIS FULLY PLAYABLE DEMO SEGMENT OF THE EAGERLY AWAITED RPG SEQUEL. GET STUCK IN TO THIS LOT!
VIII

Written By Ryan Butt

The playable demo of *Final Fantasy VIII* should certainly boost sales of *Brave Fencer Musashiden* as it features the first hour of the game in all its glory and will certainly leave you gagging for more.

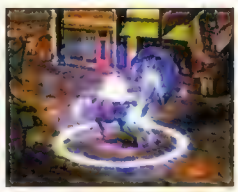
Set in an entirely different universe from *FFVII*, the main difference between the two games are the graphics. Whereas *FFVII* featured super-deformed manga-style characters, the sequel is much more in a similar vein to the recent *Parasite Eve* game whereby the characters are much more human looking and the landscapes have been given a fresher look with more detail on the rendered landscapes. In fact, the only thing even vaguely similar between the two games are the enemies that still consist of the same type of griffins and dragons.



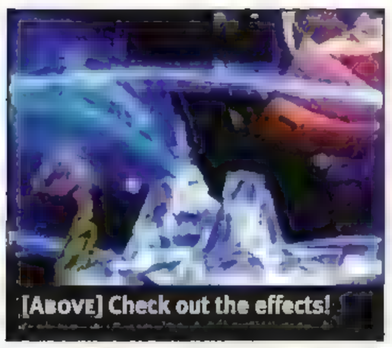
## WE THREE ARE ONE

In the game, you take control of three characters, well, you actually control the main hero guy, a twenty-something warrior who wields the mighty 'Gunblade' weapon – a sword with a pistol housed in the handle. The other two characters, a fan-chucking female and a fist-fighting street punk, follow you around for the duration of the game, although you take control of all three during the battle sequences.

Like *FFVII*, the combat elements are still turn based although the materia system has now been dropped in favour of a new method of absorbing power from the fallen enemies. Each



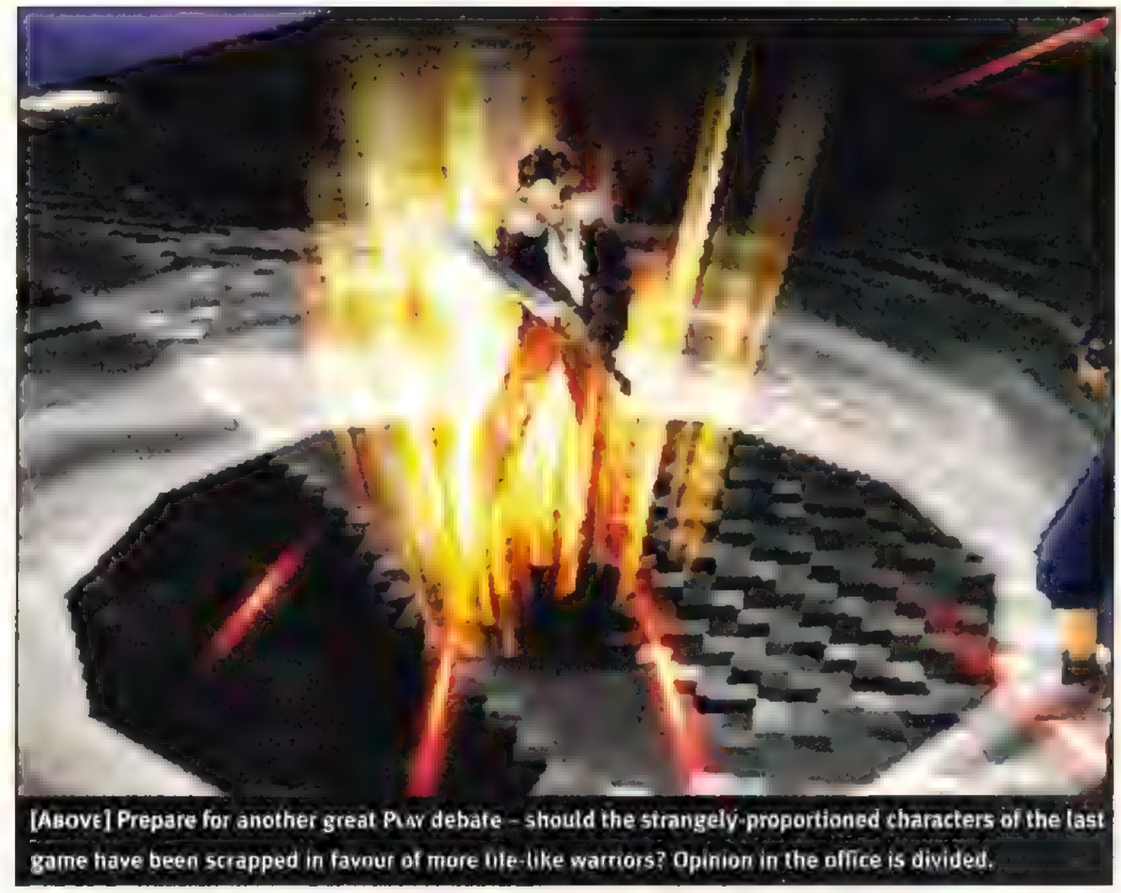
[Above] The pre-rendered backdrops are considerably better.



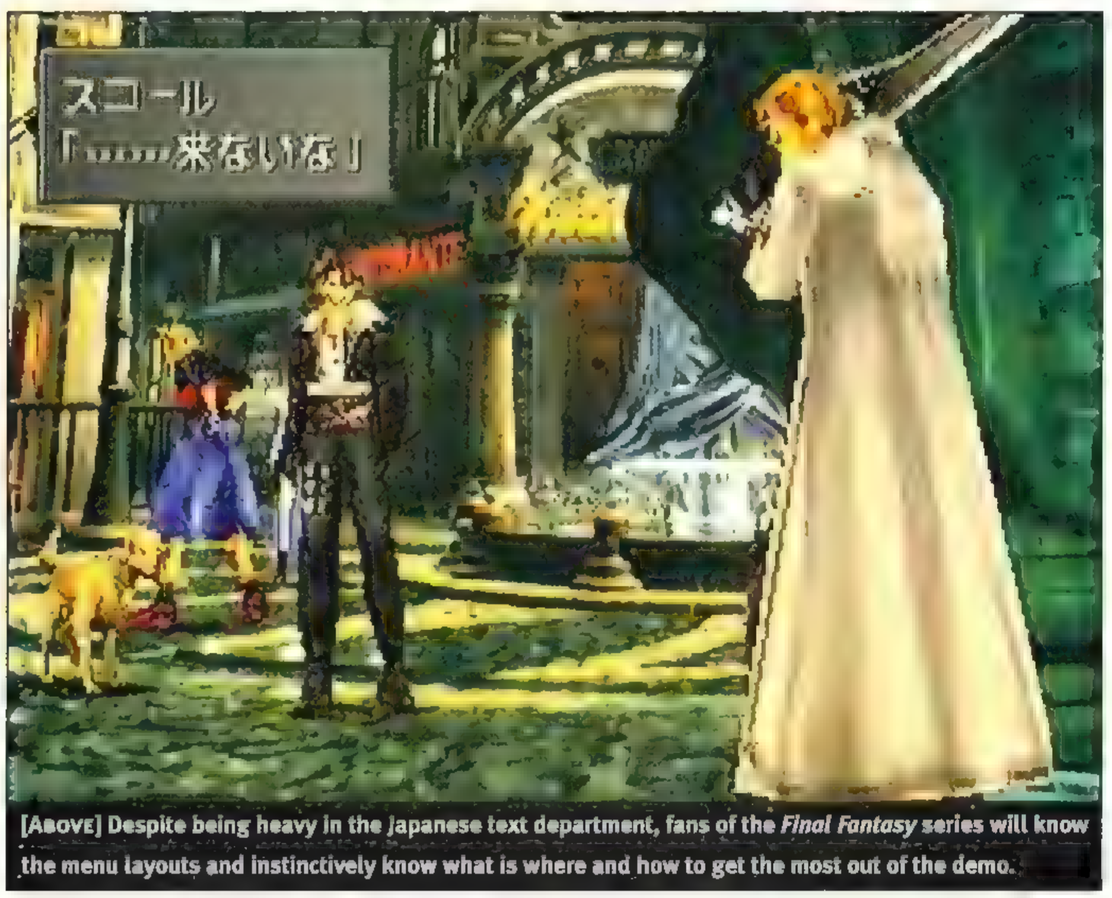
[Above] Check out the effects!

[Above] You control a party of three. You lead, they follow.

[Above] You'll find that you often come up against groups of enemies, so you have to work out complex attack strategies.



[Above] Prepare for another great Play debate – should the strangely-proportioned characters of the last game have been scrapped in favour of more life-like warriors? Opinion in the office is divided.




[Above] Despite being heavy in the Japanese text department, fans of the *Final Fantasy* series will know the menu layouts and instinctively know what is where and how to get the most out of the demo.

[Above] The demo kicks straight into the action with no messing around and before long you'll be engrossed in the familiar world of surreal locations and unfriendly foes...

## "There's no denying that *FFVIII* is looking impressive, but we were left feeling cold!"

## FINALLY...

THE LAST GAME TO APPEAR ON THE SQUARE PREVIEW DISC IS A BIZARRE PERVY JAPANESE GAME CALLED *ANOTHER MIND*. WE KNOW NEXT TO NOTHING ABOUT THIS PROJECT OTHER THAN IT'LL BE SIMILAR TO *PSYCHIC DETECTIVE*. THE DEMO IS SIMPLY A TEASER SHOWING A JAPANESE SCHOOLGIRL WALKING DOWN A STREET. HARDLY PULSE RACING STUFF!

character still has three sub-menus during the battles which consist of attack, magic and items, and you must be strategic in deciding which attack method each of the characters should use in order to progress further with the minimum amount of damage.

Getting the most out of this demo isn't easy as it is very text heavy (Japanese text that is) so it takes a while to get used to the intricacies like navigating your way around the various inventory screens and suchlike. You can just plough straight on in and try to get as far as you can before all three team members bite the dust (which doesn't take too long), but if you wish to see the full extent of the marvels that this hour-long segment has to offer then you're going to have to get a bit crafty and use a trial and error method of using the magic functions and working out your attack strategy.

## FIRST IMPRESSIONS

There's no denying that *FFVIII* is looking very impressive, but we were left feeling slightly cold at the end of it all. It's as if we'd seen it all before. There wasn't really much that made us sit up and take notice other than a few nice set pieces. Even the FMV intro was short and unremarkable, certainly by Square's own high standards.

This is a brave new world for the *Final Fantasy* series though, and you can sense the coming of age when playing this demo. This game is going to be for the gamesplayers who live and sleep RPG's and not the mainstream audience that were attracted to the genre purely by the hearsay and word of mouth that circulated when *FFVII* was doing the rounds. But still, if you came away from breezing through *FFVII* thirsting for more then there is enough here to suggest that *FFVIII* is perhaps going to be the game of 1999. If on the other hand you struggled and were disappointed with the last game, there isn't much evidence in this demo to keep you engrossed on the adventure trail. But then again it is early days! Expect more in-depth previews as the release date approaches...

# QUAKE II

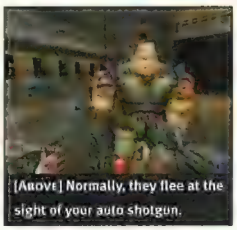
**A LITTLE GATHERING TOOK PLACE IN IRELAND RECENTLY, WHERE SOME VERY NICE GAMES FROM ACTIVISION WHERE SHOWN FOR THE FIRST TIME IN EUROPE, FEATURING THE RATHER EXCITING QUAKE II...**

Written By Graeme Nicholson

## Blueprint

- Publisher: Activision
- Developer: Hammerhead
- % Complete: 70%
- Exp. Release Date: Dec '98
- Origin: UK
- No. of Players: 1-4

Daring to deviate from an old tradition of video games companies, Activision has been the first to look beyond trade shows for a way to display its latest products. Having put in only a minor appearance at the legendary E3 in Georgia this year and with plans for nothing more than a cameo role at Britain's ECTS, you'd think the firm was shying away from the spot light. What's really going on though, is that Activision decided to gather up everyone that might come by its trade stand and get them into one place. The place was a huge stately home of Croft Mansion proportions out in the countryside that surrounds Dublin, where nearly 60 people assembled to see the line-up and grill producers over the tiniest details.



[Above] Normally, they flee at the sight of your auto shotgun.

## QUAKING ACTION

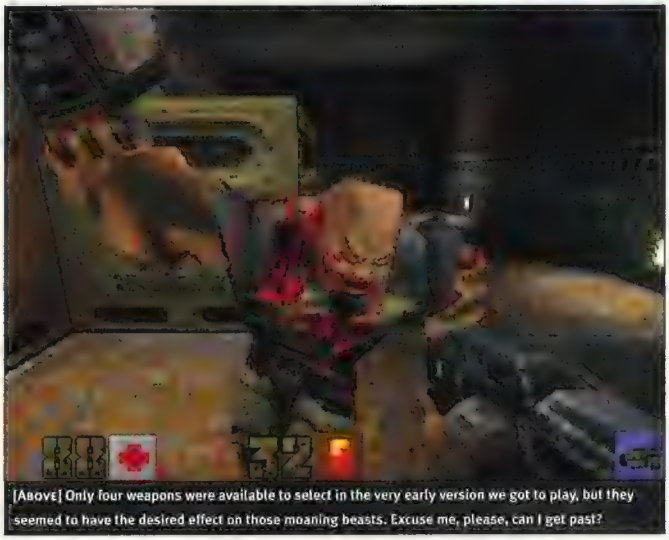
Of the six PlayStation titles on show, *Quake II* was undoubtedly the biggest game to see in action. The world's best-loved PC game coming to the world's best-loved console tends to get people excited you see. We are no exception.

"Nobody expected it could be done," said producer Marty Stratton, "but it has."

For such a demanding new game, running on a four-year-old platform, some problems were expected with this one to say the least. In reality though, *Quake II* is astounding on PlayStation.

**"Full jibbage in *Quake II* is demonstrated by the repeated shooting of a corpse..."**

[Above] It's great already, but wouldn't it have been superb if this was your mate, looking at you on another PlayStation?



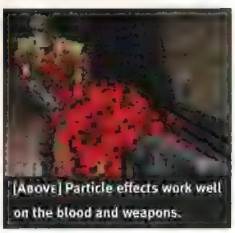
[Above] Only four weapons were available to select in the very early version we got to play, but they seemed to have the desired effect on those moaning beasts. Excuse me, please, can I get past?

Swinging the first-person view around in a spherical 360° movement, looking out across large rooms with shotgun guards heading right for you, the little machine holds everything together at a seamless 30 frames-per-second. The lo-res screen mode needed to achieve this looks chunkier than the megapixel clarity of an accelerated PC, but the quality of the texture maps and 3-D objects gives you a clear display.

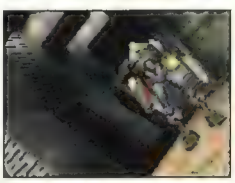
Part of what has made this dream possible is the expertise of developer Hammerhead, who created the technically marvellous *Shadowmaster* for Psygnosis. Using the technique of "polygonal subdivision" the PSX *Quake II* engine first builds around 3,500 polygons on screen to make your surroundings, then takes the few hundred polygons that are closest to your field of view and divides them up into 1,600 more. The result is that, as a Berserker for example approaches, it doesn't look like it was badly carved from a chunk of wood. Instead, it has rounded extremities. Clever. This system also has the rather lovely side-effect of eliminating most texture wrapping.

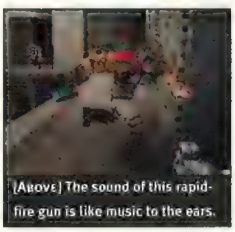
All death and pain animations for the enemies will be included and, says Marty, "We will have full jibbage," demonstrated by the repeated shooting of a corpse that blew into several bleeding chunks on the floor. A two-player split-screen game is confirmed and the producer is so confident in the engine that four-player split-screen, a la the N64 version, is not out of the question! Unfortunately, a link mode is not planned at all. "It's the same thing as with the mouse," said Marty. "It would have been great to include, because that's how you play *Quake* on PC, but there are what, four people out there who have bought the PlayStation mouse?" No matter – *Quake II* should be a massive hit.

[Above] The little pea shooter you start with needs upgrading, fast!



[Above] Particle effects work well on the blood and weapons.





[Above] The sound of this rapid-fire gun is like music to the ears.

# TAI FU

## AS IN 'SHAQ FU', AND NOT AS IN 'I COULD DO WITH AN OOH'. YANKIE GAME NAMERS...

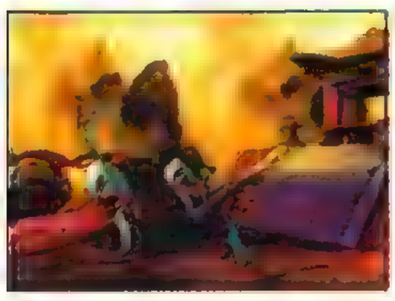
Besides *Quake II*, the best looking attraction at the Activision event was Californian Kathleen Cohen, who is helping to develop *Tai Fu* at Dreamworks Interactive in Los Angeles.

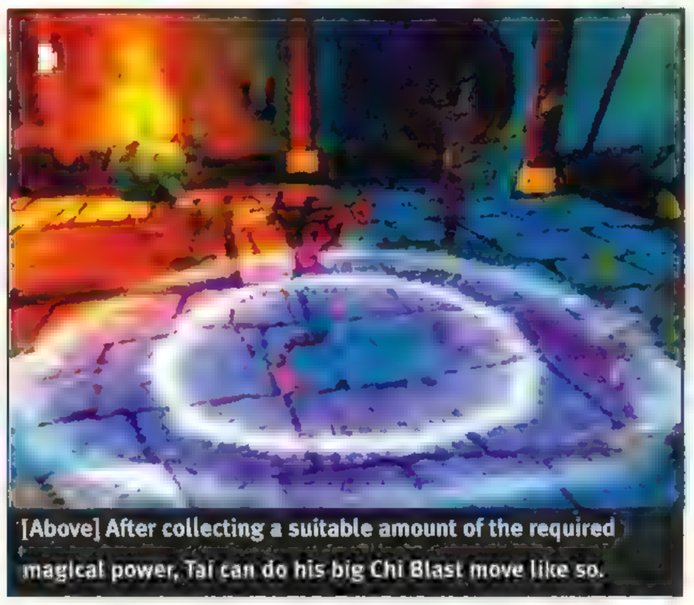
"To have someone like Steven come by and give his two cents worth, like 'the blood needs to be more real' is pretty amazing for us."

Yes, she means Steven Spielberg. Crikey. *Tai Fu* is a free roaming beat-'em-up, although its engine started out as the software used for *Lost World* on PlayStation, so now you get the great graphics of *Lost World* but without the restrictions which that game had on the character's movement.

**Blueprint**

- Publisher: Activision
- Developer: Dreamworks
- % Complete: 65%
- Exp. Release Date: Nov '98
- Origin: US
- No. of Players: 1-4





[Above] After collecting a suitable amount of the required magical power, Tai can do his big Chi Blast move like so.

"We've kind of decided it's *Crash* meets *Fighting Force*," said Kathleen, and that's exactly the impression it gives.

Tai, the creature under your control, is a mean looking, kung fu fighting hero with tiger-like features and a long, thick neck. He learns new killer moves as the game rolls on and there's the odd switch to flip near a gateway, but Tai Fu is no puzzler. The emphasis is firmly on empty-handed combat, with the idea being "basically just to kick ass throughout the entire game!"

Nice meaty martial arts movie thumps accompany the fast paced beatings, which adds to the already ego-boosting situation of taking on a whole group of bad guys at once. "You'll fight up to about five different enemy characters in a single fight!" beamed Miss Cohen. With a total of 22 levels and the magical force of Chi to master for special moves, it should be an interesting battle.

[Above] The Thundercats was never as violent as *Tai Fu!*

## TENCHU

ACTIVISION SNAPPED UP THE VERY *METAL GEAR SOLID*-LIKE TENCHU FOR PUBLISHING OUTSIDE JAPAN. THE FOLLOWING CHANGES HAVE BEEN MADE TO THE IMPORT COPY WE REVIEWED IN ISSUE 35.

- NEW ENDING MOVIE SEQUENCE.
- TWO EXTRA LEVELS
- FUNKY NEW MUSIC
- MAP TRACKS YOUR PROGRESS
- SCORE DECREASES ON BEING SPOTTED
- *RES EVIL*-STYLE ACTING ADDED TO CUT SCENES
- AGGRESSIVE ENEMY AI
- MULTIPLE SHURIKEN WEAPON
- MORE STABLE CAMERAS

OFFICIAL REVIEW COMING SOON.

# ASTEROIDS

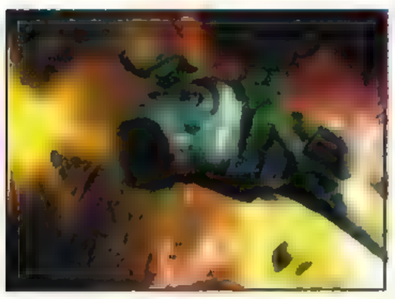
## AN UNDISPUTED CLASSIC FROM THE VERY BEGINNING OF GAMING IS REMADE!

It had to happen at some point, it's just surprising it took this long. King of video game classics *Asteroids* is to be reborn on PlayStation this coming Christmas. Next to the ancient and respected home version of the first real shoot-'em-up, which was running on an Atari 2600 throughout the demonstration, this lively new PlayStation version looks slick, colourful and just a bit confusing. Massive animated backgrounds play host to 3-D space junk, comets, ice formations that spore and re-grow and of course those tumbling lumps of rock. However, the man producing the game, Seth Garson, explained how the same great gameplay was still intact underneath these dazzling new graphics.

"We looked at what makes the old *Asteroids*, *Asteroids*. And we found that it was this simple system of thrust, turn, fire. You have to keep to the old elements, and we've done that." That's why you still play on a single, non-scrolling screen with wrap-around, you still shoot stuff and you still fire up the shield for protection. The worm holes, black holes and sun flares beef up the challenge though, and your ship has added abilities such as the spinning Armageddon attack, a burning shield that turns you into a comet and powerful proximity mines. There will be no two-player co-operative mode as in *Blasteroids*, but a versus mode instead. Seth also laid our minds at rest by telling us that "the classic, vector-based game is in there as an easter egg." Woohoo!

**Blueprint**

- Publisher: Activision
- Developer: (Top Secret)
- % Complete: 70%
- Exp. Release Date: Dec '98
- Origin: US
- No. of Players: 1-4



[Above] There's a hell of a lot more going on in every frame of the remake than the original, but we should be able to cope!

## X-MEN

A NEW VERSION OF THE X-MEN CODE WAS BEING SHOWN AT ACTIVATE '98. THE MOST INTERESTING FEATURE IN THE GAME IS THE TIME RIPPLE MODE, WHICH SHOULD MAKE FANS OF THE COMIC BOOK VERY

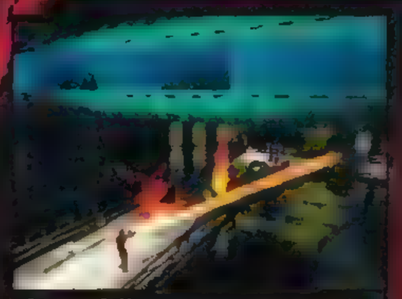
HAPPY. FOR A FEW SECONDS THIS ACCESSES AGE OF THE APOCALYPSE TIMELINE – AN ALTERNATIVE DIMENSION CREATED FOR THE COMIC IN WHICH THE OLD CHARACTERS WERE GIVEN A NEW LOOK AND NEW ABILITIES. SO FOR A BRIEF TIME YOU CHANGE IN APPEARANCE AND ARE GIVEN FOUR OR FIVE EXTRA MOVES. MARVEL HAS WORKED CLOSELY WITH THE TEAM TO PROVIDE THEM WITH A PLAUSIBLE STORY LINE, SO THE PLOT HAS THE AUTHENTIC X-MEN STAMP, AS DO THE 96 MOVES PER CHARACTER.

# APOCALYPSE

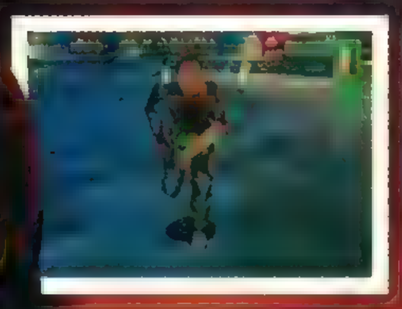
## Blueprint

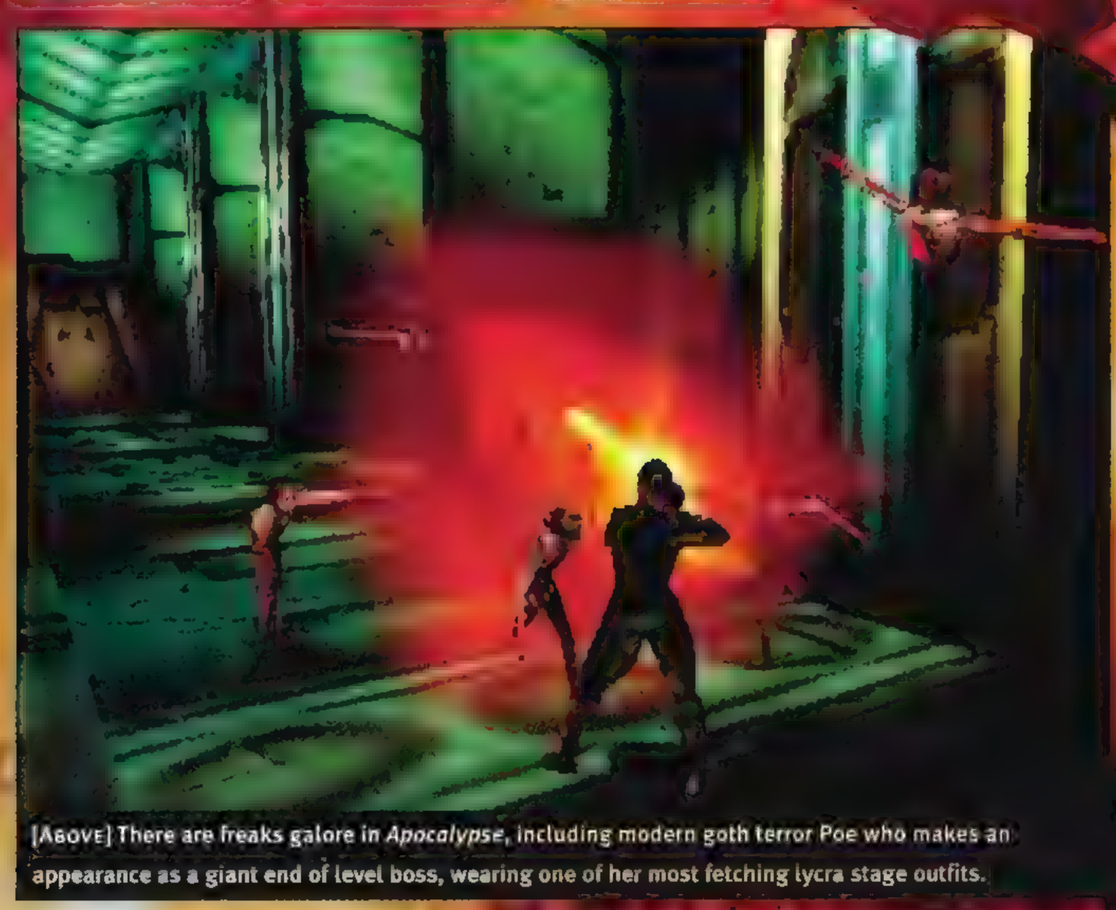
- Publisher: Activision
- Developer: Hammerhead
- % Complete: 70%
- Exp. Release Date: Dec '98
- Origin: UK
- No. of Players: 1-4

**IT'S BEEN AROUND FOR AGES, BUT ACTIVISION HAVE NEVER QUITE GOT ROUND TO RELEASING BRUCE'S SHOOT-'EM-UP. NOW IT'S READY!**

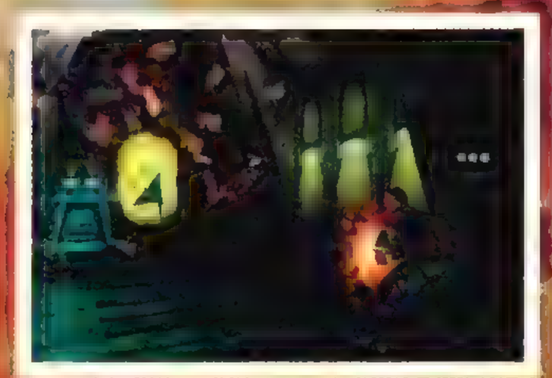


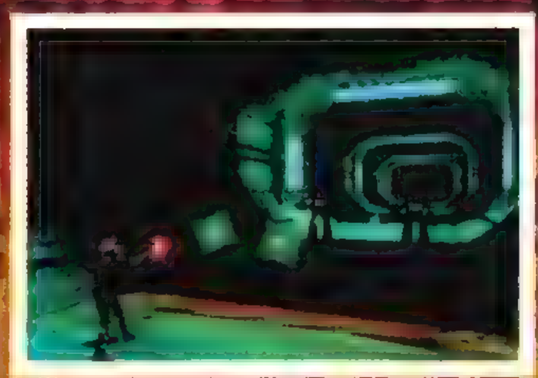
[Above] The camera sweeps out for cinematic effect right here.



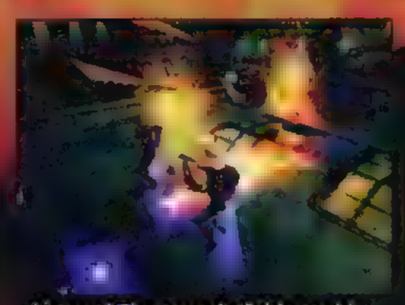


[Above] There are freaks galore in *Apocalypse*, including modern goth terror Poe who makes an appearance as a giant end of level boss, wearing one of her most fetching lycra stage outfits.





"It's been three years in the making, and it's time to get this thing done and out the door!" That's what Dave Stohl says, and he's the man in charge of doing just that. Now that you control the Bruce Willis's character instead of following him around, it looks a lot more fun. Jump, crouch, roll or fire – it's all Willis's own movements as he actually did the motion capture and he recorded 800 phrases for in-game speech.



[Above] The sound of this rapid-fire gun is like music to the ears.

"It's all Bruce," says Dave, "right down to the bald spot on the back of his head." After moving the camera in closer to the action star's noggin, we see he's not lying. But Willis has to approve. "Bruce has to okay the finished game, but I know he's seen the latest version and likes it."

[Above] Surely even top action star Bruce Willis can't take on a piece of machinery this big on his own? Well maybe he can with the incredible range of artillery available to him in this apocalyptic game.

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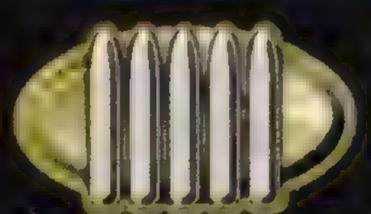
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PLAY magazine Issue 39 1998

# METAL GEAR SOLID

**THE BEST THINGS IN LIFE COME TO THOSE WHO WAIT... THIS EPIC RELEASE FROM KONAMI BEING THE PRIME EXAMPLE...**

Written By Ryan Butt

## BLUEPRINT

- Publisher: Konami
- Developer: Konami
- % Complete: 50%
- Exp. Release Date: March '99
- Origin: Japan
- No. of Players: 1

## When news filtered

back to the Play offices that *Metal Gear Solid* would probably miss the pre-Christmas release date, we were talking mass suicides of Heaven's Gate proportions. Thankfully we cast aside the Paracetamol when we were privileged enough to make do with an early demo version of the game to tide us over.

This is why we chose now to report back on some of the game's finer moments away from the claustrophobic hustle and bustle of the E3 show, and present a few new screenshots and additional information on what will be the game of '98 (or '99 depending on when it's released).

**[Above] By pressing against walls, the perspective switches to allow you to see what's coming.**

## SOFTOGRAPHY

CONTRA
G-SHOCK
POY POY 2
KENSEI — SACRED FIST
SILENT HILL

## ROCK SOLID

You play the role of Solid snake, a rock 'ard military killing machine who must infiltrate a nuclear weapons warehouse and rid it of terrorists and arms within a set time limit. You start the game in typical Hollywood style by cruising into the danger zone in a miniature sub whilst game credits flash up on screen. From here you begin an easy training level whereby you must exit via a lift without being detected by the guards. Not hard considering that these guys are denser than wallpaper paste. A handy map in the corner will show your location in relation to them and evading the gun-toting ones is made even easier by the fact that you can also see their field of vision and know when they are alerted to any strange goings on.

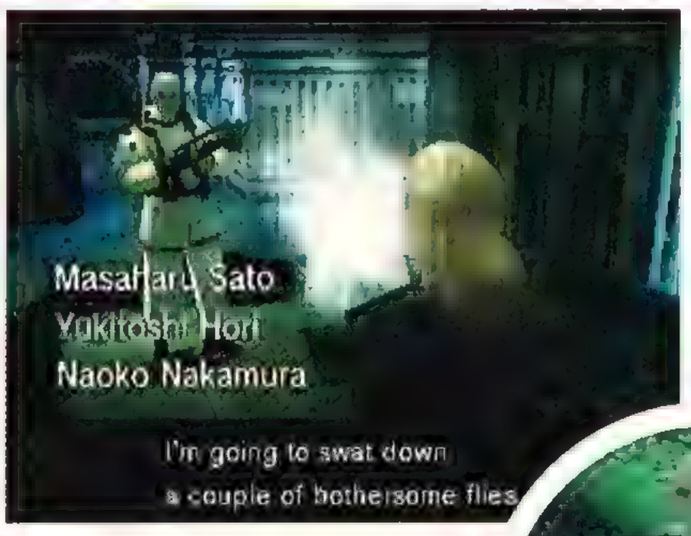
Avoiding them is made possible by hiding under things, tapping the wall to draw them over and then running away, or by pressing yourself up against walls. Doing the latter will alter the camera angle so what you can see anyone coming from around the corner. From here, you can either slip quietly away into the shadows, or catch the guards unawares and fight them. Knocking them unconscious for a few seconds is easy, but the trickier task of breaking their neck, though possible, takes more precision.

# METAL GEAR SOLID



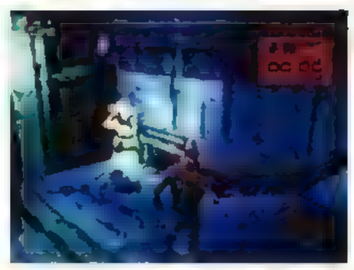
## LUCKY STRIKES?

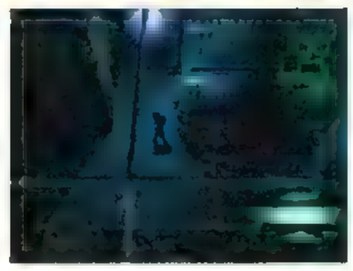
SOLID SNAKE, THE STAR OF *METAL GEAR SOLID* HAS A PASSION FOR PUFFING ON CIGS. WE LEARN THIS FROM THE START BECAUSE ALTHOUGH HIS SUPERIORS BANNED THE USE OF NICOTINE ON THIS COMPLEX MISSION, SNAKE MANAGED TO SMUGGLE A PACK OF HIS FAVOURITE CANCER STICKS IN WITH HIM. WE DON'T QUITE KNOW WHERE HE STUCK THEM, BUT WE'VE GOT A PRETTY GOOD IDEA AND CERTAINLY WOULDN'T RECOMMEND THE INHALING OF THEM IF OUR SUSPICIONS ARE CORRECT. WE THINK THAT THE SMOKES PLAY AN IMPORTANT PART IN THE MISSION, BUT ALL WILL BE REVEALED IN TIME.

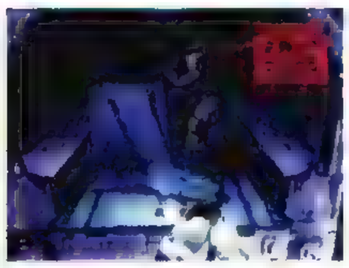


**[Right] As long as the guards are white on the map, you're safe. If they become alerted by anything, they will go red and you'll have to run and hide until they return to their passive white colour. [Above] The game opens with Hollywood style credits.**

**"Give us [redacted] now, as from what we've seen so far, nothing else comes close..."**







**[Above] You can take cover in this lorry, but if the guards catch you, they'll chuck a grenade in and blow you away!**

Snake can communicate with his superiors at any time thanks to a surgically implanted radio device in his head. From them he can receive additional tips, mission objectives or just trade flirtatious quips with the female comrade.

As you progress through the levels, the guards become more intelligent, and other hazards such as searchlights, surveillance cameras and gun turrets come into the equation to make life altogether trickier for Solid. It is possible to steal arms from the floored guards, but firing them just draws more attention to yourself, unless you find the silencer that is. Using the guns is very satisfying indeed. They come with laser sights and can rip through the guards like napalm through a paddy field, but like we said, you must be prepared for the consequences!

Other things also alert the guards like we've mentioned in the past, such as wet or snowy footprints and frosty breath. However, Snake can plan a safe route through the levels thanks to his complex view-finder that works rather like the sniper rifle sights in *Goldeneye*. You simply poke the device where you want to look and zoom out for miles. Impressive isn't the word.

So far we've only seen two complete levels of *Metal Gear Solid*, but Konami is quick to point out that many more will be included in the finished game. So far though, the company has been cagey about exact details as to the game's later content and depth, preferring to concentrate more on its other software. We say nuts to that, give us *Metal Gear Solid* now, as from what we've seen so far, nothing else comes close.

**[Above] Sneaking around is the aim of the game, if the guards catch up with you, they will take great delight in gunning you.**

**BOASTING AN EXHAUSTIVE CATALOGUE OF NEW IDEAS, PSYGNOSIS INTENDS TO LEAVE THE COMPETITION CHOKING ON THE FUMES OF YET ANOTHER SUCCESS STORY...**

# F1 '98

Written By Tom Sargent

## As ex-world champ

Damon Hill chews the fat with his new stable mates at Jordan, Psygnosis hasn't exactly been idling in the pit lanes either with the shock announcement that *Formula 1'97* developer Bizarre Creations has been dumped.

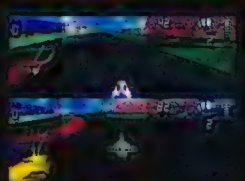
Dundee based Visual Sciences is now eagerly oiling its collective programming talent to produce what could be the greatest F1 game since the er, last one. So anxious were we to case the hot new code that before you could say "cheating German shunter," the PLAY F1 team were seen peeling out of the Paragon car park and, following a two-hour refuelling stop at a local watering hole, crashed into the offices for a chinwag with the programmers.

So how exactly did the Psygnosis collaboration come about? "As a company, we have worked with Psygnosis since our formation and previously, our founder, Russell Kay has been working with Psygnosis for the last ten years. We've built up a good working relationship over the years, so when they were looking for a premier developer for *F1 '98* we were in a good position to oblige."

*Formula 1 '98* is anything but an updated version of *'97*. Visual has gone to great lengths to avoid the path of least resistance, ie adding pretty visuals, by ripping out the tired old engine and dropping it into a shiny new chassis: "We are using a totally new engine and not using any of the previous games' code, and fans of the games will certainly notice the difference."

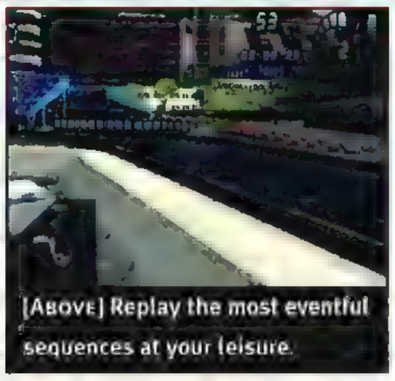
### Blueprint

- Publisher: **Psygnosis**
- Developer: **Visual Sciences**
- % Complete: **90%**
- Exp. Release Date: **October '98**
- Origin: **UK**
- No. of Players: **1-4**



[Above] In two-player split-screen mode, there are ten of you in total. A marked improvement from *Formula 1 '97*'s empty circuits.

[Above] The new cars' handling takes some getting used to. Oops.



[Above] Replay the most eventful sequences at your leisure.

[Above] The telemetry of real cars has been mimicked ensuring any lack of concentration results in a one way trip through the gravel.

## SLICK

Physics junkies take note, the overall feel of the game has been altogether re-jigged and fine-tuned, whilst maintaining the classic playability we've become accustomed to. Modelled on calculations generated from the real dynamics of the cars, this latest version uses all of the technology lavished on real F1 cars, such as 'lateral weight transfer', which improves control at higher speeds.

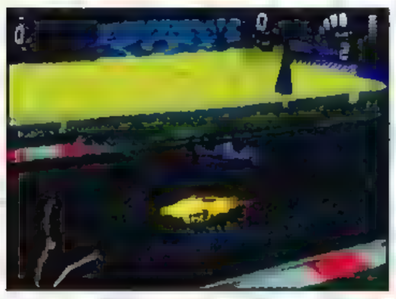
As Visual Sciences explains: "The AI, drawing distance, dynamics and physics of the game have all been improved. We have also added full action replay mode and two-, three- and four-player link modes."

To give *Formula 1 '98* the hard edge of authenticity, players will be toying with proper racing forces this time, where late braking manoeuvres mean you may be able to turn into corners more efficiently, but the risk of loosing it like a drunken student negotiating a line of red cones is doubled. Realistic pit lanes, increased trackside activity and a motion-captured pit crew will immerse players like never before.

Two way banter between you and the pit crew means constant updates on track conditions and invaluable advice. A heavily criticised aspect of the multiplayer option has finally been kicked into touch since there will be eight AI opponents for the two-player split-screen challenge and six for the four-player link-up mode. Oh yes!

[Above] In single-player, the full cast of 22 opponents vie for the accolade of becoming World champion. Car detail looks promising; let's hope the gameplay matches it.

**"We're using a totally new engine in *F1 '98* and fans will notice the difference." Visual Sciences**



### SOFTOGRAPHY

THIS IS THE FIRST PLAYSTATION GAME BY VISUAL SCIENCES.

## MUDDLY TALKER

Every circuit is even closer in detail to the real thing providing added realism and collisions have been determined so that cars won't necessarily point in the right direction after a massive pile-up. Skid marks, smoke and surface detail should be better than ever and the inclusion of slip-streaming, weight/fuel ratio and fuel stop strategy underlines the direction the game is headed.

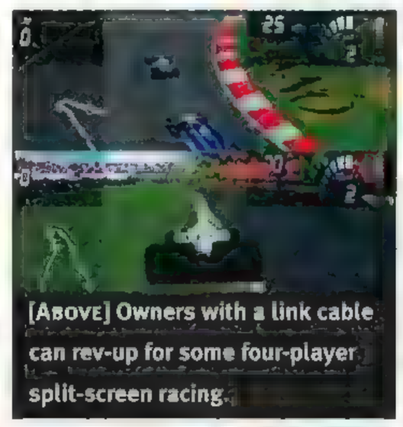
It appears that the days of boringly efficient CPU-controlled cars are numbered. They'll bottle under pressure thus evening up race-play. But in regards to the drivers, are they all in the game this time round? "Yes, all the drivers are present including Williams No 1." Er, that'll be all apart from the stroppy Canadian then!

All the new '98 stats are firmly in place and Murray Walker, ably assisted by Martin Brundle spout light-hearted nonsense as usual. *Formula 1 '98* is going to be a scorcher, providing new dynamics, added realism and additional multiplayer modes. But will any spectacular A-team explosions with cars catapulting down the tracks in true bad taste sneak past the all seeing eye of official sponsors? I doubt it.

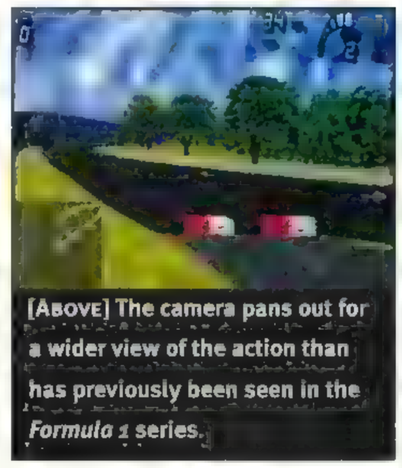
So finally, to the question on any self-respecting Formula 1 fan's lips, which page 3 'stunna' is promoting the game this year? "Er... David Coulthard" replied a bemused Visual Sciences spokesperson.

[Above] The attention to detail on the courses is mouth-watering, and Monaco, as ever, provides the most exhilarating (if difficult) race. All the can be viewed from numerous camera points.

[Above] The racing views are now even more spectacular, featuring that old chestnut lens flare. It's essential, you know.



[Above] Owners with a link cable can rev-up for some four-player split-screen racing.



[Above] The camera pans out for a wider view of the action than has previously been seen in the *Formula 1* series.

PLAY magazine Issue 39 1998

# TOCA 2

**YES, TOCA IS SCREECHING ONTO THE PLATINUM RANGE, BUT WAIT! TOCA 2 IS IN DEVELOPMENT AND YOU JUST MIGHT WANT TO SAVE YOUR CASH FOR THAT INSTEAD...**

Written By Graeme Nicholson



## Blueprint

- Publisher: Codemasters
- Developer: Codemasters
- % Complete: 40%
- Exp. Release Date: Nov
- Origin: UK
- No. of Players: 1-2

[Above] The full pack is 16 individual cars, so it gets busy.

Apparently we'll be getting more than just the usual expected update with *TOCA 2*, you know – a hell of a lot more! Huge improvements in graphics, speed and in the options on offer would qualify the purchase even if you already have the first *TOCA*, but is it really possible? What specific changes are being made? That's what we're here to tell you.

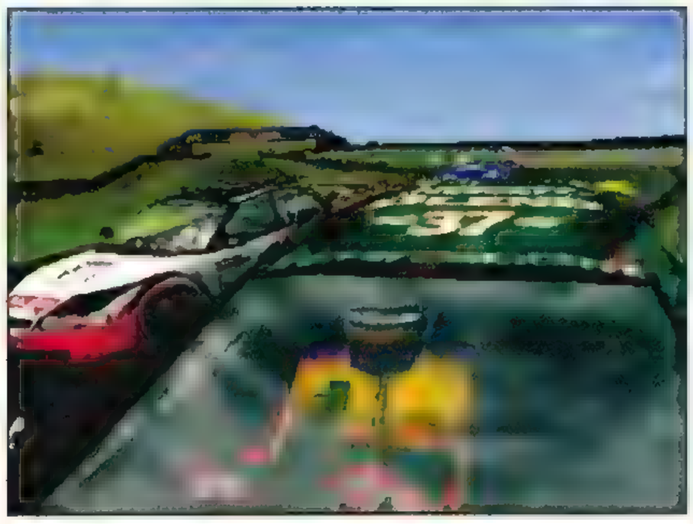
The heart-in-the-mouth races that made *TOCA* such good fun will certainly look different, and more realistic, with the game being drawn in the PlayStation's high resolution mode as is being claimed by Codemasters. But since it was discovered as a major selling point for the handful of titles that honestly use this super screen mode, there has been a stack of companies using the term dishonestly. For this, we'll need to wait for our preview copy!

Still, there are windows on all cars now which are semi-transparent and reveal the interior details through the glass. On your own car when playing in third-person, tracking camera mode,

[Above] The whining engines, screeching tyres and highly detailed race cars – it's like going to the real thing without inflated-price tickets, heat lamp food and hours of waiting. Must be good.

[Above] As before, *TOCA 2* has some very authentic weather effects as you race, but you can turn all weather off for a trouble-free ride. But then you'd miss the new raindrops effect on the windscreen.

[Above] There's not even a hint of sportsman-like conduct out here.



[Above] Prise them off the racing line by hitting them. Really hard.

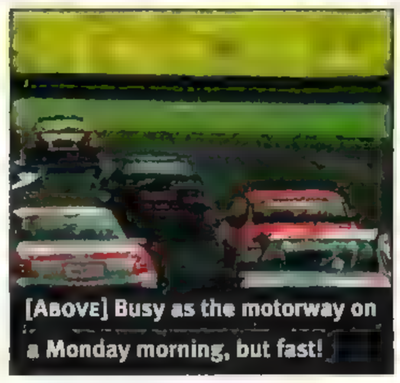
[Above] You just have to ride the rumble strip to take the chicane.

[Above] *Micro Machines* mode or airship camera? You decide.

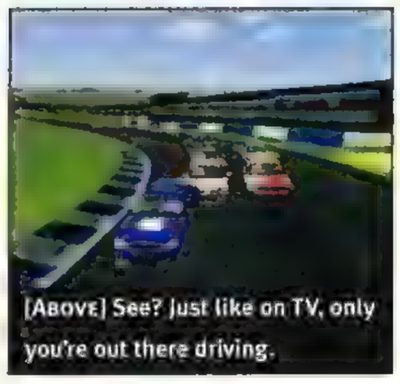
## ROLLING START

The sound was a big part of both *TOCA* and *Colin McRae Rally*, with unmatched realism, and *TOCA 2* takes it a bit further. Each of the car's four wheels make sounds independently on the tarmac, gravel or grass, with a combined effect that is closer to real life than anything heard before. Completing the aural picture, Tiff Needell lends his voice to the commentary again, so it'll be just like on TV. It's the accompanying jungle music that we're not so sure about!

Other new features like international circuits and the test track are good too – the test track has skid pads to twirl around on and banked corners just like a manufacturer's test site – but it's the multiplayer options that are most interesting. Using the link-up and split-screen modes in conjunction, *TOCA 2* can give you simultaneous four-player racing! It's high profile games like this that are needed to get more people buying the link cable, coaxing other developers to use it in their own creations. With the *Colin McRae Rally* team working with the original *TOCA* boys to complete *TOCA 2*, it can't very well be bad – can it?



[Above] Busy as the motorway on a Monday morning, but fast!



[Above] See? Just like on TV, only you're out there driving.

**"With the *Colin McRae Rally* team working with the original *TOCA* boys to complete *TOCA 2*, it can't be bad, can it?."**

### SOFTOGRAPHY

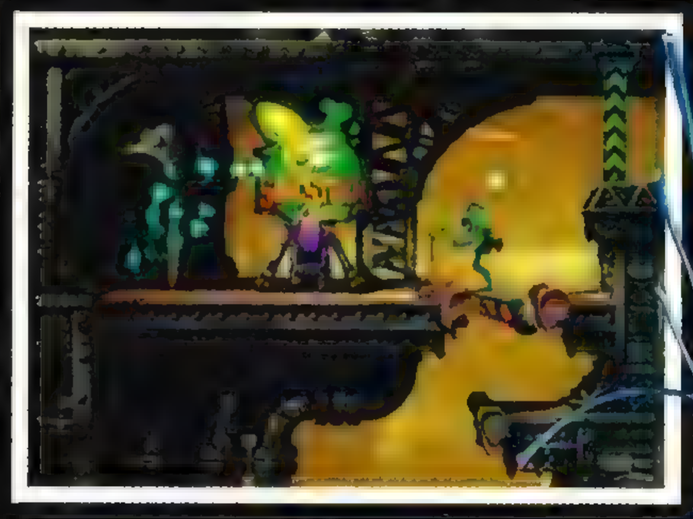
TOCA
COLIN McRAE RALLY
MICRO MACHINES V3

## MOTOR MOUTH

Moving with the real touring car season, the drivers and teams have all been moved around to their real-life positions (so Nigel Mansell rears his moustachioed head) the cars are remodelled to take into account new body shapes, and the all-new addition of pit stops. As they have become part of the race for real drivers, you can now pop in to have your damage repaired and any other problems looked at. With only seconds to make crucial decisions, you must select what to repair and get those melting clumps of rubber exchanged for fresh tyres. Each official track is included, drawn more accurately than last time using Ordnance Survey data again. They mean business.

Providing something in the way of gameplay variation, *TOCA 2* will introduce the Support Car Championships – the far-less-serious events that entertain the crowd during a BTCC weekend, filling time between the official touring car rounds. Each race uses just one model of car, so the test is more on raw driving skill than engine muscle. It's not just old bangers though. There are races with Jaguar XJ-220s, AC Cobras and the alluring TVR Speed 12s, as well as a comedy Ford Fiesta heat and one in a three-wheeled Scorpion car!

[Above] The dazzling new graphics were obviously just a little *too* dazzling for some professional BTCC drivers! Let's hope that the artificial intelligence in the final version is as good as the original's!



# ABE'S EXODDUS

## YOU WEREN'T MEANT TO SEE HIM AGAIN, BUT ABE'S COMING BACK FOR MORE COMPULSIVE ACTION – AND SOON!

Written By **Graeme Nicholson**

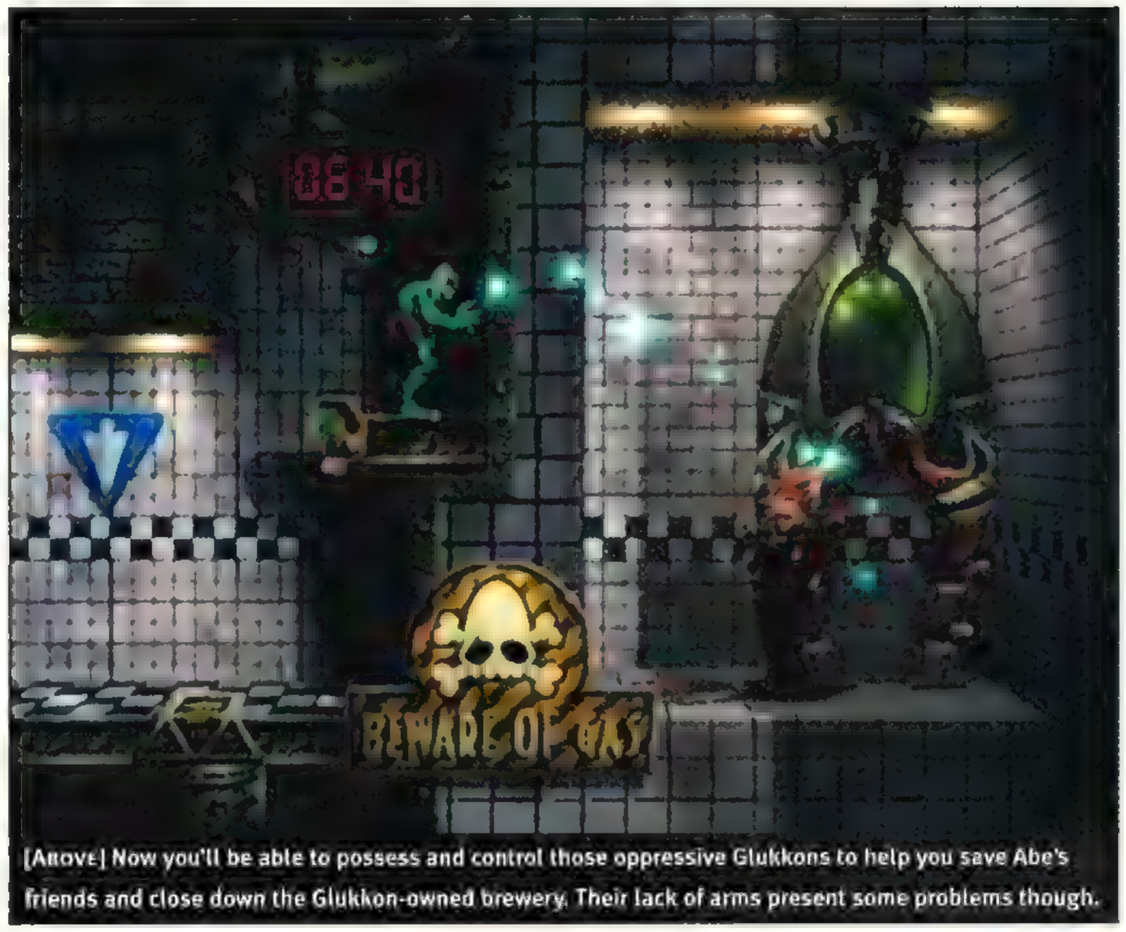
Being perfectly placed exactly half way between San Francisco and Los Angeles in the Californian desert, you'd think that San Luis Obispo would be an extremely busy town, bustling with the kind of West Coast nut cases that are so busy with New Age healing crystals and painful exercise crazes they don't have time to do anything else besides chirp on their cellphones. When we went though, we found a quiet, pretty, normal little place with the usual Starbucks coffee house, a Gap clothes shop and Barnes & Noble book store chain. In fact, to the untrained eye, San Luis is completely normal.

### Blueprint

- Publisher: **GT Interactive**
- Developer: **Oddworld Inhabitants**
- % Complete: **85%**
- Exp. Release Date: **Nov. '98**
- Origin: **US**
- No. of Players: **1**

(Above) Motion sensing technology at work in Oddworld.

[Above] Wandering the depths of Oddworld isn't safe for a lonely Mudokon you know, as Abe has just found out by strolling onto a little bleeping mine and redistributing his essential organs.




[Above] Now you'll be able to possess and control those oppressive Glukkons to help you save Abe's friends and close down the Glukkon-owned brewery. Their lack of arms present some problems though.

[Above] Blind Mudokons are forced to mine for bones in here.

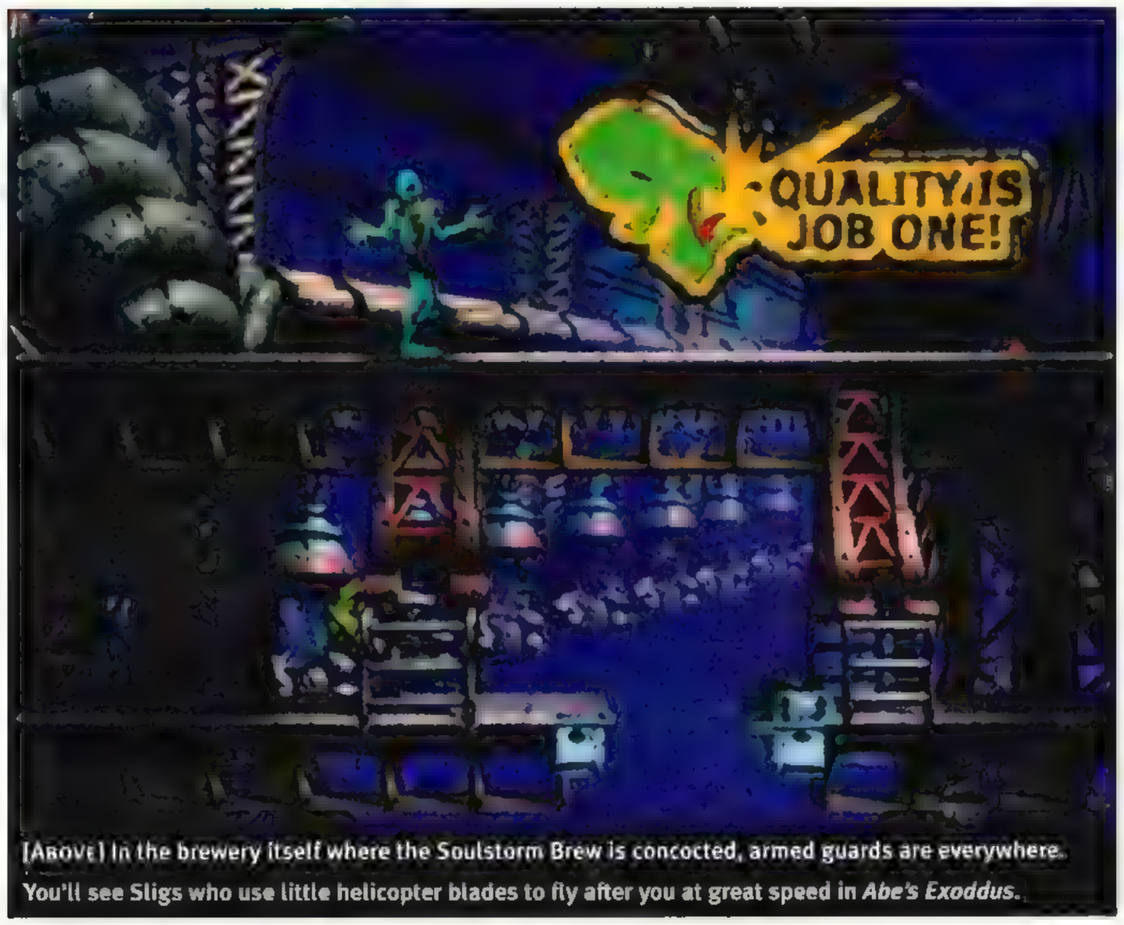
[Above] Things are looking bad...

Laying behind a curious little glass door marked 'Oddworld Inhabitants' on Monterey Street though, are 60 people who live in a deranged world of strange beasts and black humour – and their sole purpose is to pull you into that world! These are the extremely talented individuals who gave us *Abe's Oddysee* in September of last year, the game which proved the 2-D platformer could be innovative, brilliantly playable and look better than current live action 3-D into the bargain. Well, actually only about 30 of the employees made *Abe's Oddysee* – the work force has doubled since that game broke one million sales around the globe.

## THE ODD LIFE

At the time of our visit there were only a few weeks until the *Exoddus* code was to be submitted to Sony for approval, and every inch of the classy Inhabitants office is steeped in Oddworld-related paraphernalia. Paramites, Scrabs, Glukkons, Mudokons and Sligs are everywhere: as giant five-feet-tall renders on the walls, as big moulded rubber models on countless podiums around the building, and on Silicon Graphics computer monitors in every darkened corner. The two longest walls are completely covered with images from the production of the games too. Beautiful pencil sketches show early versions of the Oddworld creatures, and there are many photographs of industrial and organic scenes and textures that have caught the artists' eye as inspiration for glorious backgrounds that Abe has travelled through in the past and will travel through in the future.

As it's not part of the *Oddworld* quintology of games envisioned by company President Lorne Lanning, he and ex-special effects industry big wig




[Above] In the brewery itself where the Soulstorm Brew is concocted, armed guards are everywhere. You'll see Sligs who use little helicopter blades to fly after you at great speed in *Abe's Exoddus*.

## *Abe's Exoddus* features high quality pre-rendered creatures and detailed surroundings...

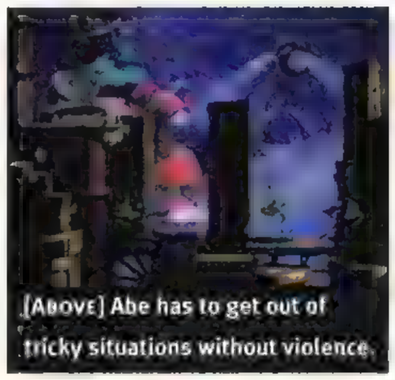
Sherry McKenna (now CEO of Oddworld Inhabitants) admit they initially didn't want to make a sequel for *Abe*. Each one of the five adventures, which are already written by Lorne, feature a strange new central character each time, so a second *Abe's* game doesn't fit their big plans. After the suggestion came from GT Interactive however, Lorne realised that *Exoddus* could be perfect for telling a part of the story that was meant for *Abe's Oddysee* but couldn't be squeezed in – the story of Soulstorm Brew.

## IN ODD WE TRUST

The brew is an intoxicating drink that the cigar-sucking Glukkons give to Abe's people, the Mudokons, in return for slave labour. Machines

# ABE'S EXODDUS

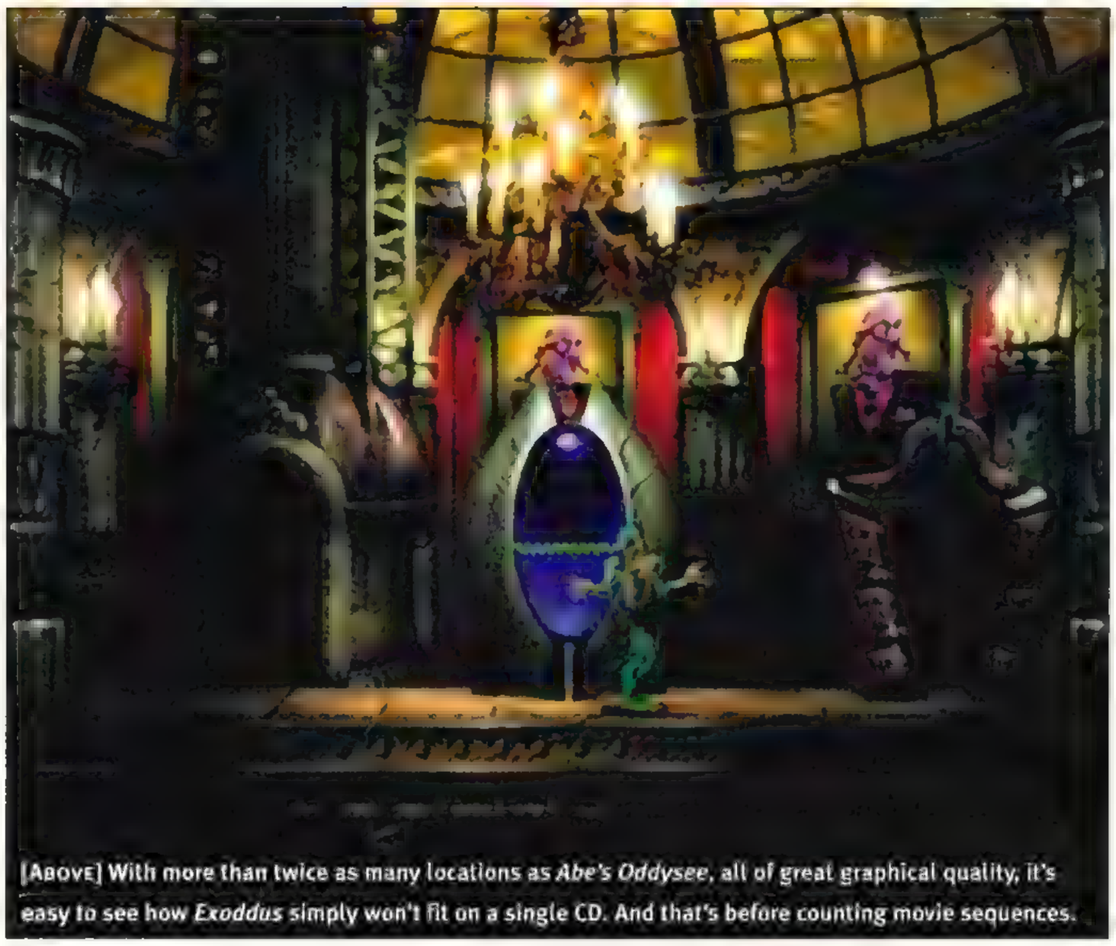
[Above] You just don't get scenery like this anywhere else. Lovely.



[Above] Abe has to get out of tricky situations without violence.

[Above] Flying Sligs are not easy creatures to hide from you know.

[Above] The magical power put into effect by a Mudokon chant has more applications around *Abe's Exoddus*.



[Above] With more than twice as many locations as *Abe's Oddysee*, all of great graphical quality, it's easy to see how *Exoddus* simply won't fit on a single CD. And that's before counting movie sequences.

in easy reach give out bottles of the stuff for free, and when the Mudokons pour it down their necks they get tired and sick. Still, they can't stop downing the brew in huge quantities thanks to its addictive nature, and it falls to Abe to shut down the massive brewery just like he did with the Rupture Farms meat processing plant at the end of *Oddysee*. Before long, he finds that one secret ingredient of Soulstorm Brew is the tears of captive Mudokons who are hung upside down and electrocuted for hours, and another is the bones of old buried members of the down-trodden race!

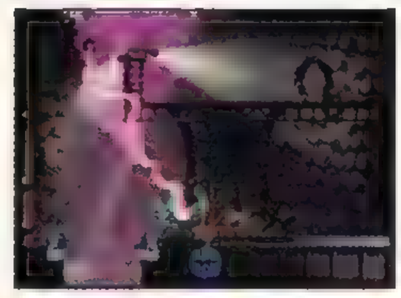
In game, *Exoddus* is very like the first game. There's more unbelievably good full motion video between sections, the graphics are of the same high quality pre-rendered creatures and intricately detailed surroundings, and you've got to save your fellow Oddworlders from the Glukkon empire again. There are changes though. First off, from reading as many reviews from the world's PlayStation press and on the Internet of *Abe's Oddysee* as they could find, Lorne and Sherry found much praise but also a recurring pet hate. People didn't like having to die to find out how to complete a puzzle. So in *Exoddus*, the challenge isn't necessarily any easier, but relies on your intelligence to solve problems instead of trial and error – very commendable.

**Abe's Exoddus relies on intelligence to solve problems rather than trial and error...**

## ODDS AND ENDS

The Gamespeak system that lets Abe communicate with his friends has been developed too, with a new "All 'ya!" command to address every Mudokon on screen at once, so you don't need to make several trips to move a load of them anymore. The "Work!" phrase will have them activate something nearby such as a switch, but it is their moods that create a new facet of the gameplay.

If you slap a worker for getting a bit mouthy, the others get upset by this abuse and start smacking each other onto the floor in rapid, *Three Stooges*-style succession. If one is perhaps already weakened and dies after the slapping frenzy, the others see this and get depressed. When they're depressed, they won't follow you or do as they are asked, and if they witness something else unfavourable before you have consolidated them with a hand on the shoulder, the depression can lead to suicide! Drunk Mudokons are pretty bad too and so part of the challenge is to get everyone in the right frame of mind to help out.



An updated saving facility lets you save at any point in the game, so your second journey through Oddworld should go smoothly.

You can also possess many more of the creatures this time (five or six), which have their own Gamespeak phrases and physical abilities to make use of. With the greatly expanded possibilities that the moods and extra characters bring, and as *Abe's Exoddus* has spread onto two discs, maybe this time it will keep you going until *Munch's Oddysee* hits the next generation heavyweights in a year or two!

[Above] There are some situations that intelligence, magic power and the best hand-eye co-ordination just aren't going to get you out of! Things look bad for our green-skinned hero.

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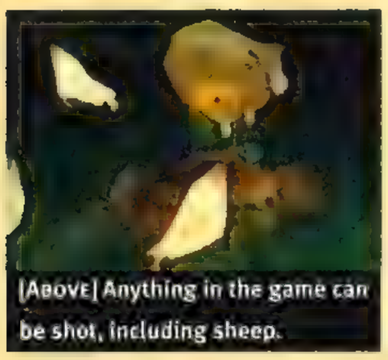
# DUKE NUKEM: TIME TO KILL

**NOT A SEQUEL TO TOTAL MELTDOWN, BUT A WHOLE NEW PIG SHOOTIN', SMART QUIPPIN', ALIEN KICKIN' ADVENTURE!**

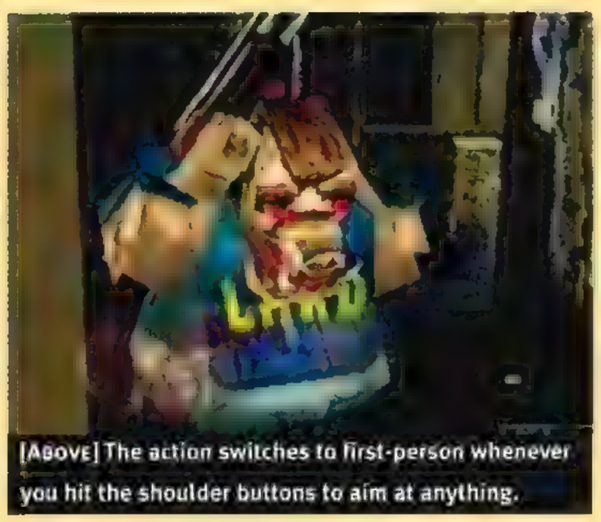
Written By Graeme Nicholson

[Above] Guns have to be individually selected and drawn from your back-back. It is a good idea to do this during a quiet moment and not during a gun-fight like this.

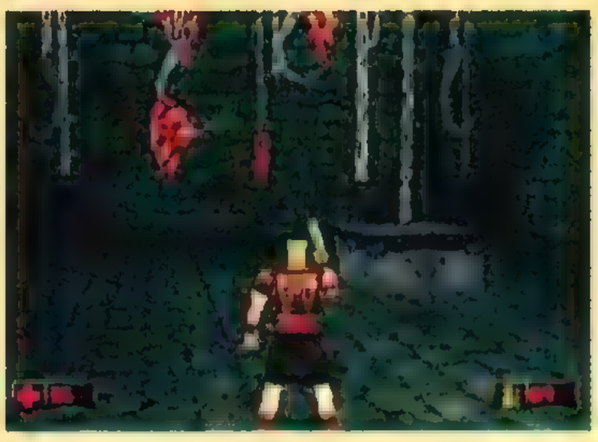
[Above] It's not just Duke that dresses to suit the occasion. Here we see some of the Roman pig monsters dressed in fetching loin cloths! [Inset] There's trouble around every corner in this game.



[Above] Anything in the game can be shot, including sheep.



[Above] The action switches to first-person whenever you hit the shoulder buttons to aim at anything.



[Above] As usual, scantily-clad women play a big part in the game. Just listen to Duke talk dirty to them... they love it! [Inset] Duke discovers an entrance to a hidden area. What wonderful secrets lurk within? It's the usual attention to detail famous to this series that really makes the latest incarnation something special.

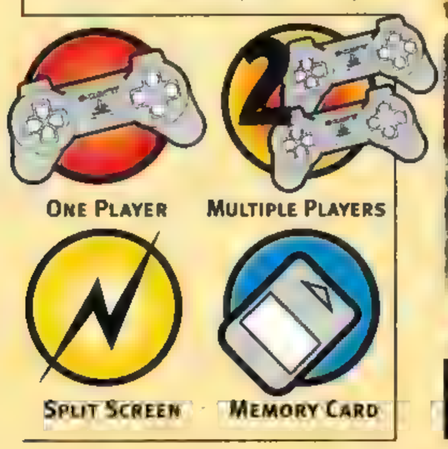
**For the first time** in a long history, you get to play *Duke Nukem* in third-person perspective. It doesn't seem like a big deal on the face of it really, especially if you've only ever owned a PlayStation and have therefore missed out on years of Duke's adventures on PC, but to purists, this is the biggest step the steel toe-capped action hero has taken. Some thought that the change alone would spoil the gameplay and make *Time To Kill* unrecognisable as part of the *Duke Nukem* series. Well, it does play in a different way, but rest assured that it's pure *Duke Nukem* all the way.

From the extraordinarily sharp introduction sequence, it couldn't be anything else blasting across the screen. You'll only find blood, strippers and pig-cops in one place together, and they all feature heavily in the scene-setting movie. Later on you find many more *Duke Nukem* signatures, such as rooms that give you the fright of your life by reflecting Duke's image on unexpected mirrors and dancing girls who can be talked into undignified cheap thrills with the push of a button.

[Above] Running and shooting is perhaps the best way to go about things, it limits the damage you see.

## PLAY information

**Publisher:** GT Interactive
**Customer support:**
0171 486 5099
**Price:** £44.99
**Release date:** September '98




**"Trying out the crossbow and gatling gun is fun..."**

## BUTT KICKER

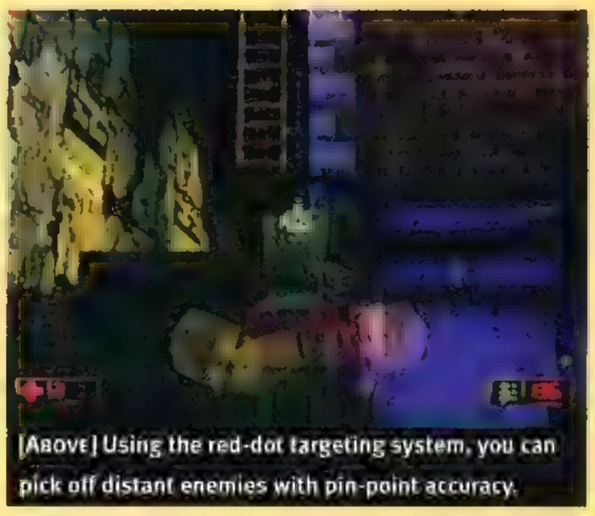
What is new is the time travel tie-in that splits up your adventures into four or five different time zones. Whether you materialise in the Wild West, ancient Rome or post millennium Los Angeles, you'll find weapons – and clothes – to match the times. Though there has been some understandable outrage about the big guy showing his softer side, on two occasions you see him in a skirt thanks to the plot – a chic white toga in Rome and a lovely just-above-the-knee kilt in the highlands of Scotland! You won't hear anyone complaining about the level specific weapons though, as trying out contraptions from the crossbow to the gatling gun is undeniably great fun.

The simple change in perspective has the effect of

[Above] Duke has several abilities including run, jump, duck, dive, climb and roll. Such nimbleness will help avoiding the enemy onslaught that never seems to stop.

[Above] Not the ideal odds for the player on the left. He is unarmed whilst his chum stands brandishing a Holy Hand-Grenade! [Inset] Big bosses need to be faced at the end of each set of periodic levels.

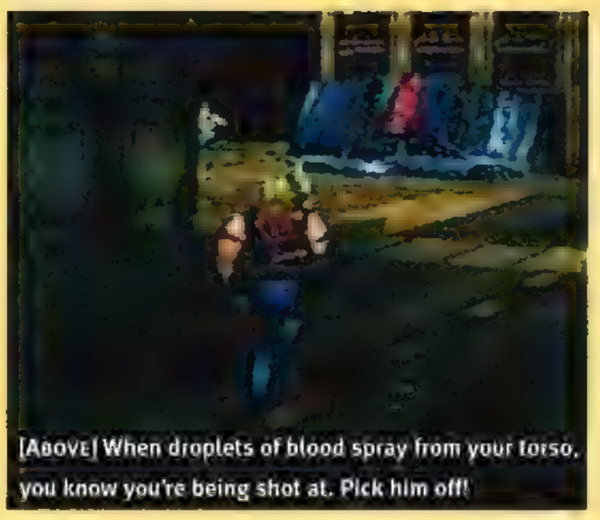
[Above] "Shake it baby!" Duke turns on the charm and stuffs a fistful of dollars into the face of an eager dancing girl. If you blow them away, the pig cops with come in their droves.



[Above] Using the red-dot targeting system, you can pick off distant enemies with pin-point accuracy.

[Above] The two-player death match is fun fun, but it could do with being a bit

[Above] How do you get rid of an unwelcome guest? Why, stick a gun in his face of course! Can't really fail.



[Above] When droplets of blood spray from your torso, you know you're being shot at. Pick him off!

[Above] Each level features hundreds of twisting passages, it's easy to get lost.

[Above] Certain things explode, so don't stand too close.

[Above] As a pig kneels praying, you shoot him in the back. Nice!

**"The multi-player game is a good diversion..."**

making the game look rather familiar – in fact old rumours that it was going to be released as *Duke Raider* don't seem quite so ridiculous when you see it. The similarities go as far as the dainty little backpack jiggling around on Duke's back that he reaches back into for collected Keys at the various door locks – Lara would probably be sneering at the sight of such imitation!

## TAIL CHASER

*Time To Kill* is faster to play than *Tomb Raider* though, has bags more attitude and you get to play a bigger part in what happens within the game. There's a lot more freedom involved, you see, particularly in the all-important business of shooting stuff to bits! Lara's gun fights seem very slow and methodical after getting yourself involved in a shoot out with *Duke Nukem*, and it's all down to control. Rather than using a full auto-aiming system, the gun will hit anything that's standing in front of you, within a generous couple of feet either side of the target, so you've got to try a bit harder than when you just wait for Lara to spot her target then hold the fire button.

Should you want to be much more accurate, there is an excellent mode you can easily switch to where the camera pulls up right behind Duke, he turns half transparent and with the aid of a tiny red dot in the screen's centre, you can shoot at absolutely anything with precision. High above, down below, it's as flexible as a traditional first-person shoot-'em-up and very satisfying to use. Aside from just being able to shoot your foes directly in the head as they approach, this brings the opportunity to blow apart pay phones, street lights, furniture, drinking glasses or absolutely anything you don't like the look of. Or you can use it like you're supposed to for blasting oil drums and the like that might pulverise a load of pigs or expose a little health pack.

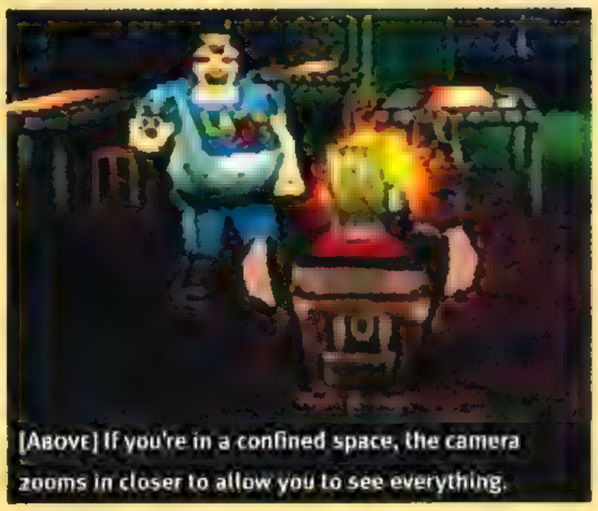
## SHARPSHOOTER

Duke has the full range of *Tomb Raider* moves, in addition to his own. He can climb crates, ledges and ladders, somersault backwards or to either side as well as run, walk, sidestep, and jump. But it is the extra features that make the game really stand out on its own, and prove it is not just a rush-released clone of a successful game's formula. For example, there's a death match option for two players to unload their weapons at each other in one of six levels. There is

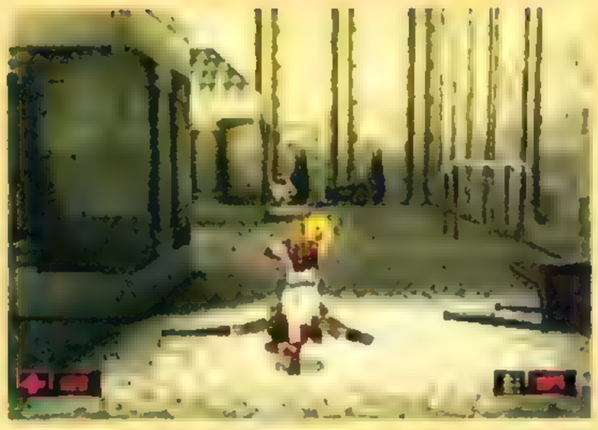
[Above] The pig guards come spewing out of every nook and cranny, so you'll constantly have to check all directions when approaching new areas. This strip club is crawling with scum.

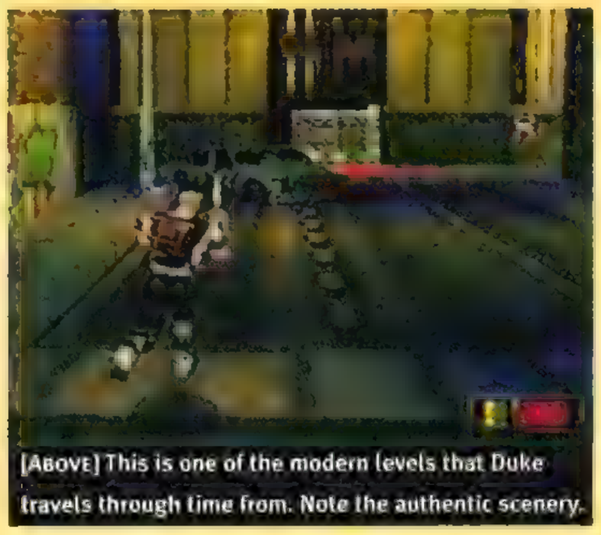
[Above] Proceed with caution! Sometimes during the hectic levels, you'll come under heavy attack from numerous enemies at once. [Inset] When you shoot enemies at close range, you can clearly see fleshy chunks fall off.

[Above] Another example of the vile monsters trying to fit in.

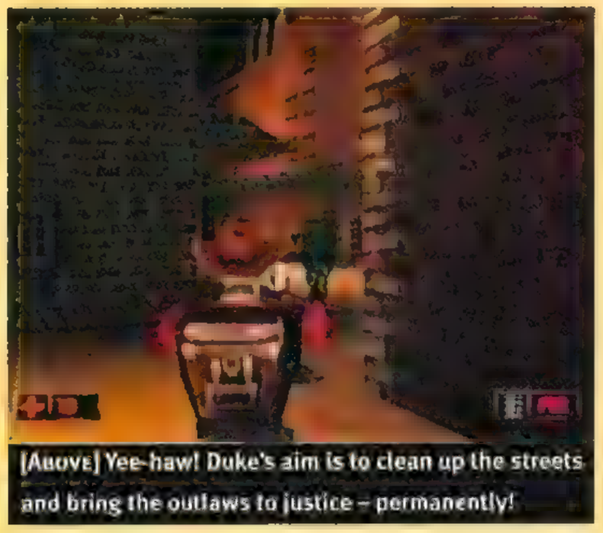


[Above] If you're in a confined space, the camera zooms in closer to allow you to see everything.





[Above] This is one of the modern levels that Duke travels through time from. Note the authentic scenery.



[Above] Yee-haw! Duke's aim is to clean up the streets and bring the outlaws to justice – permanently!

a clearly detectable drop in speed when playing this way, but the game's best weapons (the holy hand grenade and flame-thrower to name but two) are placed within easy reach to ensure a frantic fight to the death, every time. The ensuing explosions and violence tend to draw your attention away from a lowered frame rate and this is a good diversion from the main, single-player game.

With each time zone comes totally different scenery, right down to the smallest objects, which safely ensures you don't get bored by your surroundings on your way to save history! It does take a bloody long time to find your way out of each location, but that's because they're so large that a lot of exploring is required in order to find all the right switches, tunnels and accessories (like infra-red goggles) to escape. But then, disgusting overgrown lizards who like to shoot you don't exactly speed up your progress. In the end, *Time To Kill* is tough but not frustratingly so, it's got a Gore setting that goes up to 'Lots' and he's more responsive than Lara Croft herself. A killer combination!

## STRANGER IN A STRANGE LAND

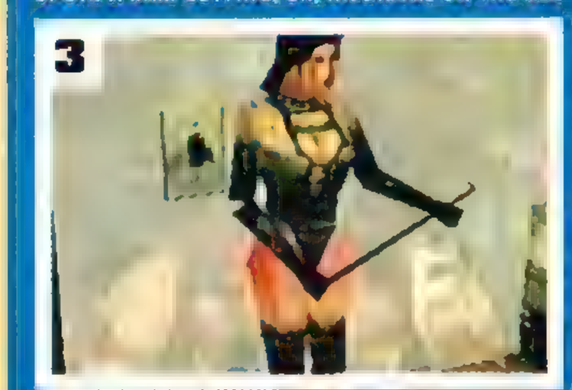
**In typical Duke Nukem style, what goes on in the messed-up worlds he stalks is often bizarre, twisted, or just plain grotesque. Here are some classic examples.**

**1] DEAD MAN HANGING**

As soon as you arrive in the Wild West you'll see a man dangling lifeless from a noose. Shoot the rope and he'll fall through the floor unlocking a secret area.

**2] BONKING SHEEP**

Hang on, is that natural! No sooner has Duke arrived in Medieval England and he spots a ram getting, er, Medieval on the ass of a sheep. The penalty for such shenanigans? Why, death!



**3] DOMINATRIX**

Talk dirty to this whip slapping tart and she'll purr back: "Turn out the lights and I'll show you the meaning of pain!" Now there was an offer we couldn't refuse.

## PLAY

| | |
|---|---|
| LOOKS | 8 |
| SOUNDS | 9 |
| GAMEPLAY | 8 |
| VALUE | 8 |
| GUTS | 8 |

**87%**

**Without doubt, Duke's finest hour!**

**Alternatively:**
**Tomb Raider 2** 95%
**Duke Nukem: Total Meltdown** 83%

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# WILD 9

## TORTURE HELPLESS CREATURES TO SATIATE THE DARK SIDE OF YOUR NATURE IN THIS RETRO-PLATFORMER...

Written By Tom Sargent

[Above] Fling hapless enemies around the screen to create the mother of all fires. [Inset] Objects and enemies can be carried above Wex for a limited amount of time. It's precarious but essential to master later on.

Crash does it regularly with panache, *One* did it noisily, and *Pandemonium* couldn't manage it after two attempts. What are we referring to? The 2-D platformer with 3-D pretensions, of course. No amount of peripheral gloss and programming wizardry can veil what is essentially a 2-D game; but Interplay has proved to be master of the genre, as fans of the pistol-packing invertebrate *Earthworm Jim* will be able to testify.

Following an alleged three year development program and clinging with a vice like grip to the adage 'if it ain't broke, don't fix it', the latest addition to Interplay's platformer family, *Wild 9* is instantly recognisable and the control of the main character virtually identical – right down to his loping gait as you hop around abstract platforms.

The story revolves around the pranks of a villain called Karn – a kind of latter-day planet-pillager who's putting the finishing touches on a giant leisure world by tearing great lumps from his favourite planets. Playing Wex, a feisty young orphan, you have to scramble through 15 levels of mayhem with a band of teenagers known as... the Wild 9. Clever, eh?

**"Electrocuting enemies is immensely satisfying..."**

## PLAY information

Publisher: Interplay
Customer Support: 01628 423777
Price: £39.99
Release date: October '98

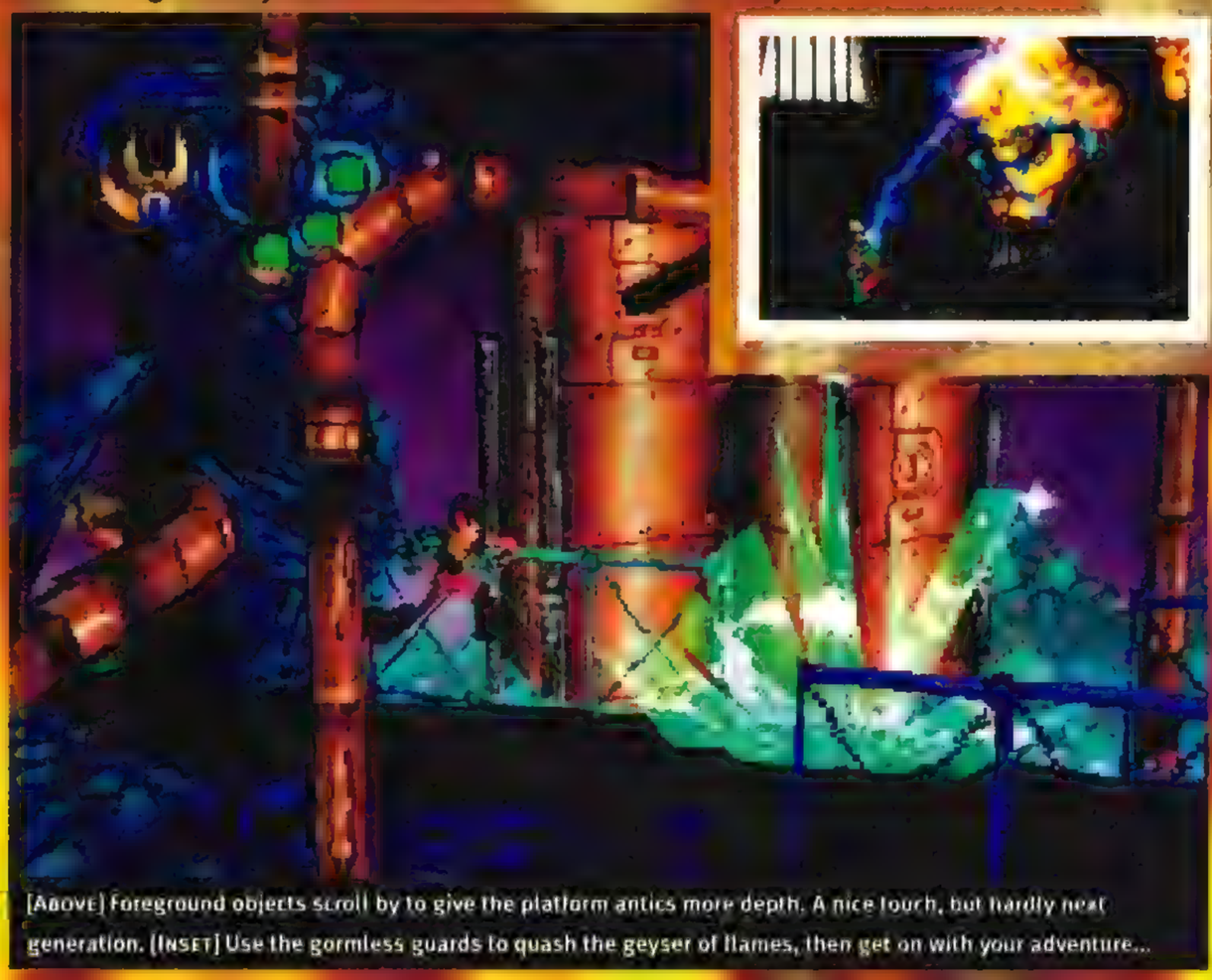
[Above] Smashing captured enemies back and forth in the Rig's electromagnetic clutches is very satisfying.

## WILD BOYS

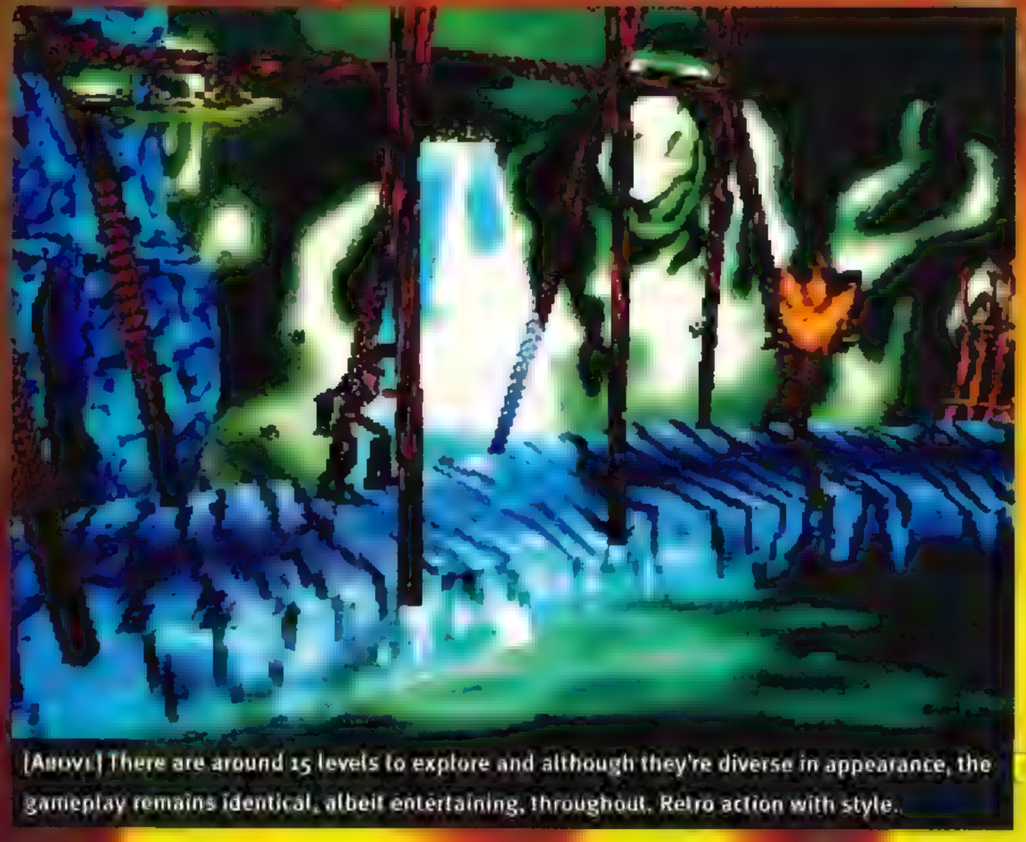
The hook for *Wild 9* is a hideously cruel weapon known as the Rig. As you hop around each colourful ledge this... thing attached to Wex's shoulder and operated by a special glove that spews out crackling arcs of electromagnetic death. There's no such thing as an instant kill here though – only sadistic torture before a gristly death. Amongst other more sedate uses like swinging around, the Rig allows would-be Torquemadas to smash enemies from side to side until they explode into a million shards with the ability to carry their writhing torsos to wherever you please.

Drowning, suffocation in noxious gases and electrocution are also par for the course. But – and it is a big but – the gameplay is far too repetitive to maintain interest for more than a few levels. However, the level design is wonderfully crafted and contains the kind of inspired animation and attention to detail that we've all come to expect from Shiny.



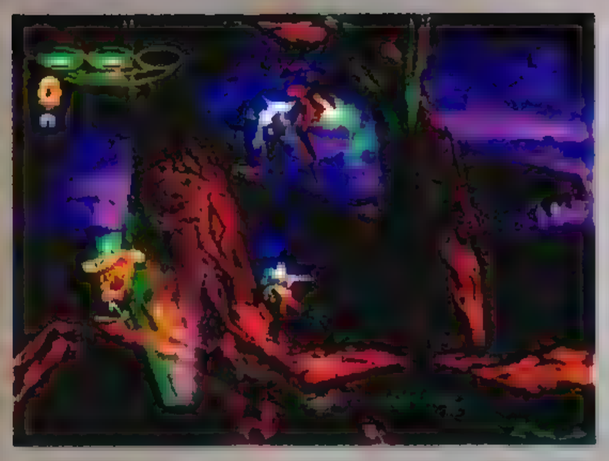


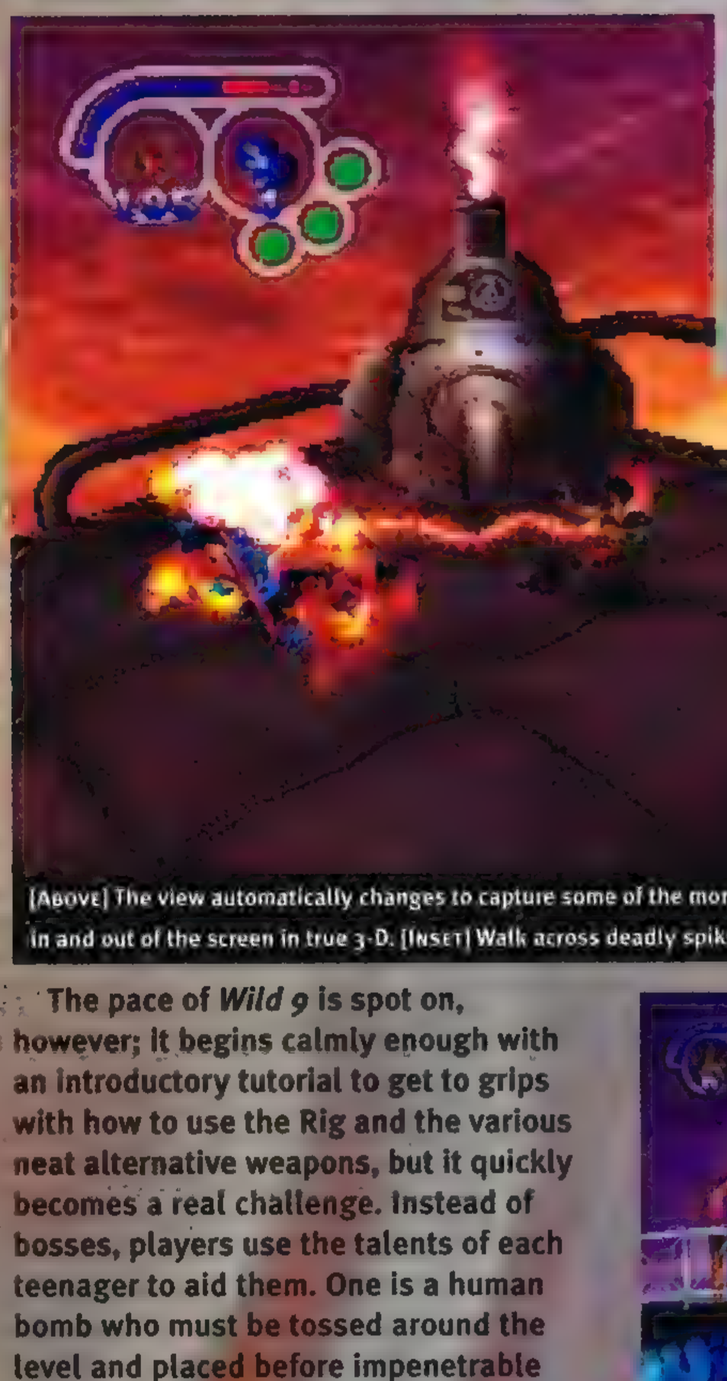
[Above] Foreground objects scroll by to give the platform antics more depth. A nice touch, but hardly next generation. [Inset] Use the gormless guards to quash the geyser of flames, then get on with your adventure...



[Above] There are around 15 levels to explore and although they're diverse in appearance, the gameplay remains identical, albeit entertaining, throughout. Retro action with style.

[Above] One of the most visually impressive sections is riding through air-filled tubes avoiding baddies along the way. Exhilarating and a nice change from the side-scrolling action.



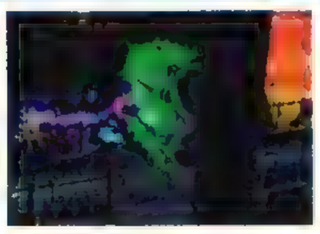


[Above] The view automatically changes to capture some of the more unusual angles, but you never actually walk in and out of the screen in true 3-D. [Inset] Walk across deadly spiked pits courtesy of a few volunteers.

## FRIGGIN' RIGGIN'

The Rig can be put to a number of brutal uses, many of which involve torturous activities. Here's how to handle your big weapon...

1) Pick him up and put him through this shreddy thing. Spurt, gush, chomp etc...



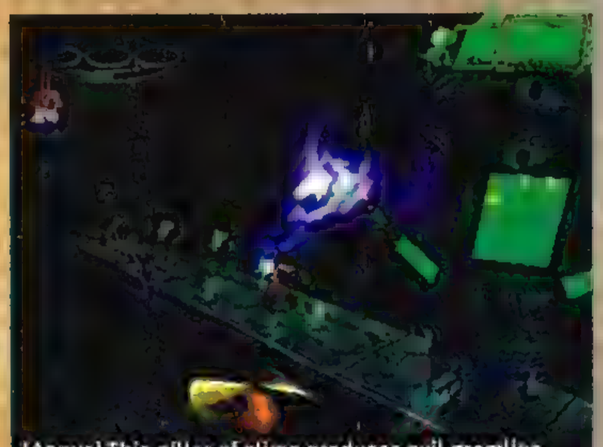
2) Aah! The old pick 'em up and chuck 'em on a spike trick.

3) Smash, bash, bosh, crunch! Pick anyone up and hurl them left and right until they're turned into pulp.

4) Use the Rig's carrying ability to manipulate heavy objects.

5) Swing onto higher platforms by lengthening or shortening the arc of 'lecky...

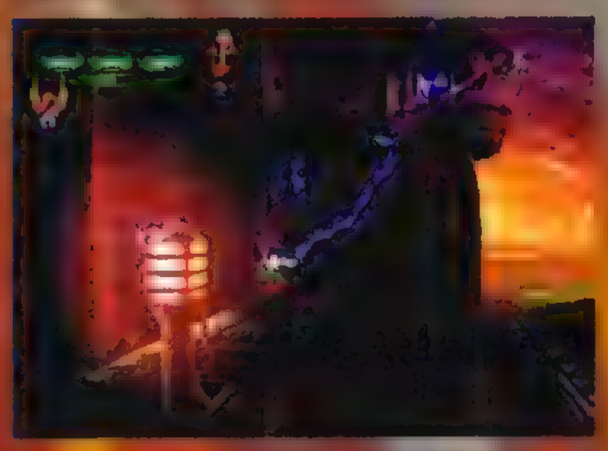
Running for it's always an option though.

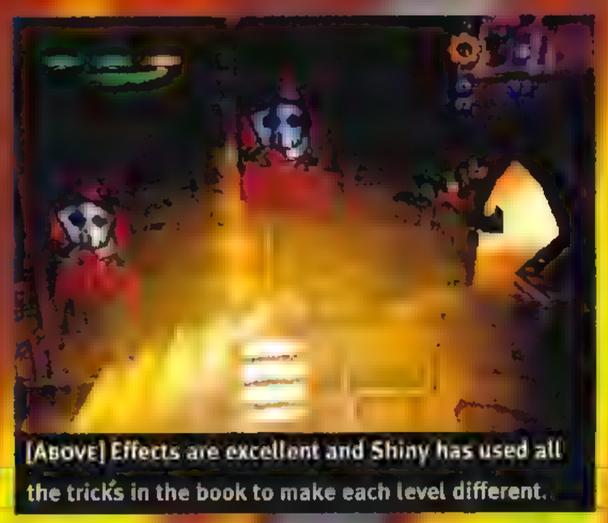


[Above] This pillar of slime produces evil gremlins. Three missiles or a grenade is enough to take it out.

## INQUISITION

Teeter too close to the edge of a smoking precipice and Wex coughs like a Tuberculosis victim; mis-time a jump near flames and he runs around on fire clutching his buttocks. Impressive stuff, which also goes for all the imaginatively created inhabitants on each level. On occasions, the collision detection is a tad inconsistent and this is most noticeable when you've stunned an enemy and move in for the kill.





[Above] Effects are excellent and Shiny has used all the tricks in the book to make each level different.

The pace of *Wild 9* is spot on, however; it begins calmly enough with an introductory tutorial to get to grips with how to use the Rig and the various neat alternative weapons, but it quickly becomes a real challenge. Instead of bosses, players use the talents of each teenager to aid them. One is a human bomb who must be tossed around the level and placed before impenetrable doors to blast your way through to the end. This doesn't quite save the repetitive nature of the game, even the sporadic 3-D Jetbike sections that provide light relief between certain worlds can't do that. *Wild 9* is a 16-Bit game dressed in the PlayStation's best trousers. Wildly enjoyable initially, thanks to the wickedly playful Rig, but isn't it time we moved on to pastures new?

PLAY

| | |
|---|---|
| LOOKS | |
| SOUNDS | |
| GAMEPLAY | |
| VALUE | |
| SPARKS | |

**72%**

A good platformer, but we've seen it all before

**Alternatively:**
Earthworm Jim 2 88%
SkullMonkeys 83%

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# NINJA SHADOW OF DARKNESS

[Above] The bosses are extremely smooth and aggressive, like this flame belching dragon. Once you've polished him off, his brother (or sister?) is waiting on the other side of the level.

[Above] The earlier bosses are pretty easy to dispatch. Just keep on the move and use magic to sap their strength.

## CARVE UP SLOBBERING DEMONS, WIELD DEVASTATING MAGIC AND GENERALLY MAKE SILLY KARATE NOISES IN EIDOS'S MEDIEVAL ARCADE ADVENTURE. HIIIIYYAAAA! AHEM.

Written By Tom Sargent

Cult low budget

films, risible TV spin-offs (remember *The Master*, starring hoary ex-Spaghetti Western hard-knock Lee Van Cleef?) and countless multi-format game appearances. Ninjas are perfect fodder for raising the blood pressure and kicking ass with strange spiky weapons. Who hasn't dreamed of stalking the night in tight black pants and disappearing in a cloud of smoke when the going gets tough?

**PLAY information**

**Publisher:** Eidos
**Customer Support:** 0181 636 3000
**Price:** £44.99
**Release date:** September '98

One Player | Memory Card

## DOUBLE NINJA

*Ninja*, or to give it the full 'epic' title... *Ninja: Shadow Of Darkness* comes from the productive loin of Core Design and for all intents and purposes combines the spiciest bits from three classic arcade favourites: *Double Dragon* (simultaneous attacks from up to six enemies), *Rygar* (magic) and *Ghosts 'n' Goblins* (throwing knives and collapsing scenery) for a frantic and bloody arcade showdown.

You begin the odyssey as Kurosawa, trying to save your homeland from a roving assemblage of demons and possessed locals in a wooded area that's fraternised by half-a-dozen peasants who aren't exactly pleased to see you. And this is much the formula used throughout. Clear out an enclosure of nasties with your bare fists or whatever you find within the sturdy treasure chests strewn all over the place and move on to the next section. Given the lack of weapons available and bearing in mind when you loose one it seems like ages before you find one again, the fighting is excellent. Wily players will stand back and discover that most of the early level grunts can be picked off at distance with the knives, only to discover that this sneaky tactic won't dent the polished armour of the tougher hombres found later on.

Without trying to sound too much like a coffee advert, there's a well balanced blend of melee and brow-to-brow action, not forgetting the area-clearing 'smart bomb' magic and disorientating smoke bombs. If you find Kurosawa is getting a

[Above] Hidden behind the gushing waterfall is a scroll. Collect four in total to maximise your strength and magical power.

"A slick spectacle that's somehow lacking..."

[Above] After the fireside chat and a few bottles of Jack, things get out of hand. "Come and 'ave a go then."

[Above] Giant guardians hover ominously in the background, such as this giant Mantis plant thingy. They're beautifully animated and deadly to boot. [Inset] Collect fallen coins and you can buy extra lives and weapons.

[Above] Each level is well detailed and reminiscent of Medieval Japan. Samurais can't be killed with knives.

[Above] Pillars and trees tumble in spectacular fashion, borrowing heavily from *Ghosts 'n' Goblins*.

bit of a pasting, take time to find magic scrolls which not only upgrades your overall strength, but improves your magic ability...

## SLICK

The graphics, it has to said, are lovely and there's little or no slowdown lurking on the busiest of screens. Everything runs at an impressive 30 frames per second and the lush graphics scroll around from an above-and-behind forced perspective. Sometimes you lose sight of your character – in some areas great chunks of scenery can temporarily block the screen, but the roving camera system copes well, making all the necessary adjustments most of the time.

There are 13 increasingly challenging levels set amidst forests and temples to dojos and dungeons, each containing elementary puzzles to hamper you. Mid and end-of-level bosses are beautifully animated, but not too tough (save your magic to sap the energy from the suckers). The fifty-odd enemies are lively and varied, but the AI isn't very good at all. Sometimes you can run up and activate them, only to quickly dash out view rendering them like statues again. *Ninja: SOD* (nice abbreviation!)is a slick and violent spectacle, but lacks that certain addictive something that made the games it borrows so heavily from special. Everything that makes an arcade game, well, arcadey is in there – special effects, great control and loads of enemies to kill. If we had to lay our throwing stars on the table, it's just all a bit samey. Shame.

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# SENTINEL RETURNS

**WE'RE ALL FOR THE RETRO WAVE IF THE OLD GAMES ARE STILL EXCITING AND ABSORBING. BUT THIS TAKES 'ABSORBING' A BIT TOO FAR!**

Written By Adam Boussada

*Sentinel* was the ultimate strategy game in the early days of the C64. Many a games' hack ranted about its playability and brooding atmosphere. Now, with a 32-bit facelift, will it stand the test of time?

To begin with you have enough energy to build a few constructions like stones and robots. You must then manoeuvre your life-force around the battlefield, absorbing trees and avoiding the Sentinel's malevolent gaze. Eventually, when you have acquired enough energy to build a high enough construction, you can absorb the Sentinel himself and complete the level.

It sounds simple enough but the Sentinel is no fool. If it finds a construction or one of the player's robots it will turn them back into trees. This game of cat and mouse provides the basis for some exciting moments, as the player sneaks closer and closer to [illegible]. The 650 levels provide an almost [illegible] challenge as you have to [illegible] better strategies to take down the Sentinel through the game.

## HALLOWE'EN

The game is both dark and brooding in one tasty bite. But after a few dozen

[Above] This is the Sentinel. Absorb this ugly geezer and you get to be king of the hill – watch out for his evil eye though! Plenty of atmosphere, but the action takes some getting into, especially if you're a novice to *Sentinel*.

**"It's a rather lacklustre conversion of the classic!"**

levels have been blazed through, nothing seems to have changed. This means that you'll be inclined to examine some of the games short comings. The levels, though designed well enough, are sometimes too easy. And even with the addition of more enemies on later levels, nothing new really happens. Add to this the fairly basic graphics and badly pixelated sky and you may begin to wonder what all the fuss is about.

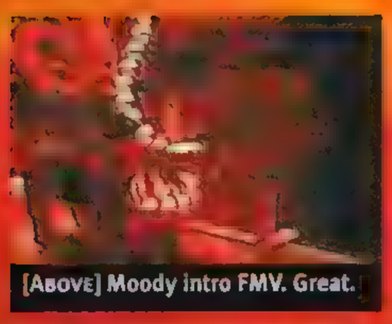
## TIME WARP

Overall it was a good idea to convert a C64 classic onto a more powerful platform, but to do it in such a lacklustre way doesn't really do the old game justice. Maybe if the game had Hi-Res graphics and there was a multiplayer competitive mode, some form of enjoyment could have been derived from long term gameplay. As it stands, you'll probably play it for and hour then go down the pub and cry over your pint.

There's something here for fans of the original and hard core puzzlers though, so if you' re willing to persevere through some dull levels, you may well be rewarded by some pretty intense gameplaying moments.

## PLAY information

**Publisher:** Psygnosis
**Customer Support:** 0151 1282 3000
**Price:** £39.99
**Release date:** Out now



[Above] Moody intro FMV. Great.

[Above] It's all a bunch of tree hugging hippy c**p! With 650 levels to beat you may want to dump your girlfriend to make more time. But if you're playing this, odds are you don't have one!

## PLAY

| | |
|---|---|
| LOOKS | 6/10 |
| SOUNDS | 7/10 |
| GAMEPLAY | 5/10 |
| VALUE | 6/10 |
| RETRO | 7/10 |

**62%**

**A bit too dull and repetitive**

**Alternatively:**
**Kula World 83%**
**Kurushi 88%**

# WWF WARZONE



## FORGET THAT WCW LOT, THEY'RE TELETUBBIES COMPARED TO THESE GUYS! ENTER THE WWF WARZONE!

Written By Roy Kimber

[Above] It's possible to play the same wrestlers against one another if you so desire. Here we see two blokes in skirts facing each other in a tag match! [Inset] Some of the so called 'holds' in this game look rather perverted!

**PLAY information**

**Publisher:** Acclaim
**Customer Support:** 0171 344 5000
**Price:** £39.99
**Release date:** Out now

One Player

Memory Card

Multi-Tap

Multiple Players

### The 'cult' of

wrestling is a bizarre concept. It makes no sense to pay vast wads to watch pumped-up entertainers go through the motions they'd practised just minutes before the main event (we know, we've seen them do it!) Thankfully though, the whole sordid business makes for a better video game than a mere spectator sport.

*WWF Warzone* contains all the features you would expect from the real thing, from the colourful challenge matches to some rather dastardly and decidedly illegal weapons. As an added bonus, *WWF Warzone* has the most versatile customise character facility yet seen in a video game.

Which brings us to the most impressive feature of the game – the characters. Graphically they look very solid, and almost as scary as they do in real life. The animation is fairly convincing as well – not like the usual low standard of jerkiness associated with other lesser wrestling games.

**"Easily the best wrestling game on the PSX..."**

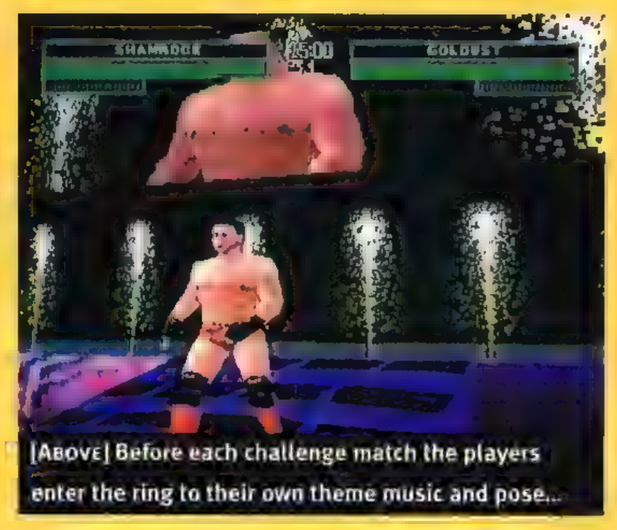
### SOUNDS GREAT!

Another impressive aspect of the game is the sound. Each wrestler appears to have been voiced by their real-life counterpart, and the commentary is varied and prolific. The best sound though comes from the crowd, who shout comments from the stalls and change mood depending on how the match is going. If a popular wrestler is winning, the crowd will cheer, if an unpopular one gets the upper hand, then the crowd will turn nasty. They also cheer for the various wrestlers by name – listen out for the old lady who gets over excited if her favourite wrestler starts to lose!

Every wrestler has a whole library of moves (any of which can be assigned to your custom wrestlers) and their own theme music. The moves are accessible via on-screen lists, which are specific to your situation. Access the list when your wrestler is standing on the turnbuckle for instance, and the commands will be different from when he is on the canvas.

To summarise... *WWF Warzone* is the best wrestling game for the PlayStation. If you have any interest in the sport, then you'll love what *WWF Warzone* has to offer. Even if you don't, then this is still a damn fine game which might convert you to the sport.

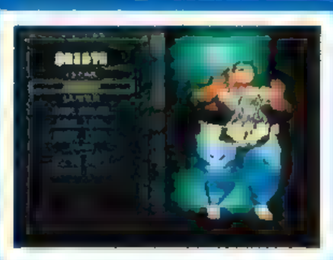
[Above] The rather nifty moves available make you wonder how these wrestlers don't get injured.



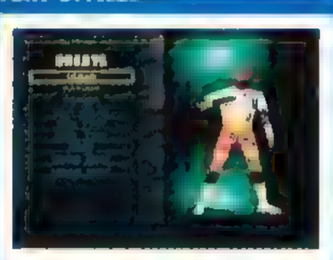

[Above] Before each challenge match the players enter the ring to their own theme music and pose...

### DO IT YOURSELF

THE CUSTOM PLAYER OPTION IS PRETTY MUCH THE BEST EVER SEEN IN A GAME, AND THE VAST ARRAY OF SELECTABLE ATTRIBUTES ALLOWS FOR A NEARLY INFINITE NUMBER OF WRESTLERS.



MEET FATTY (ABOVE). HE'S BIG, HE'S HARD, HE RESEMBLES A TUB OF INDUSTRIAL STRENGTH LARD! AND HE WORKS IN THIS VERY OFFICE!



THIS IS SKINNY. DON'T LET HIS SIZE FOOL YOU – HE REALLY IS A TOTAL WEAKLING! (AND YES, HE WORKS HERE TOO!)

**PLAY**

| | |
|---|---|
| LOOKS | 9 |
| SOUNDS | 10 |
| GAMEPLAY | 8 |
| VALUE | 8 |
| FACEPAINT | 8 |

**85%**

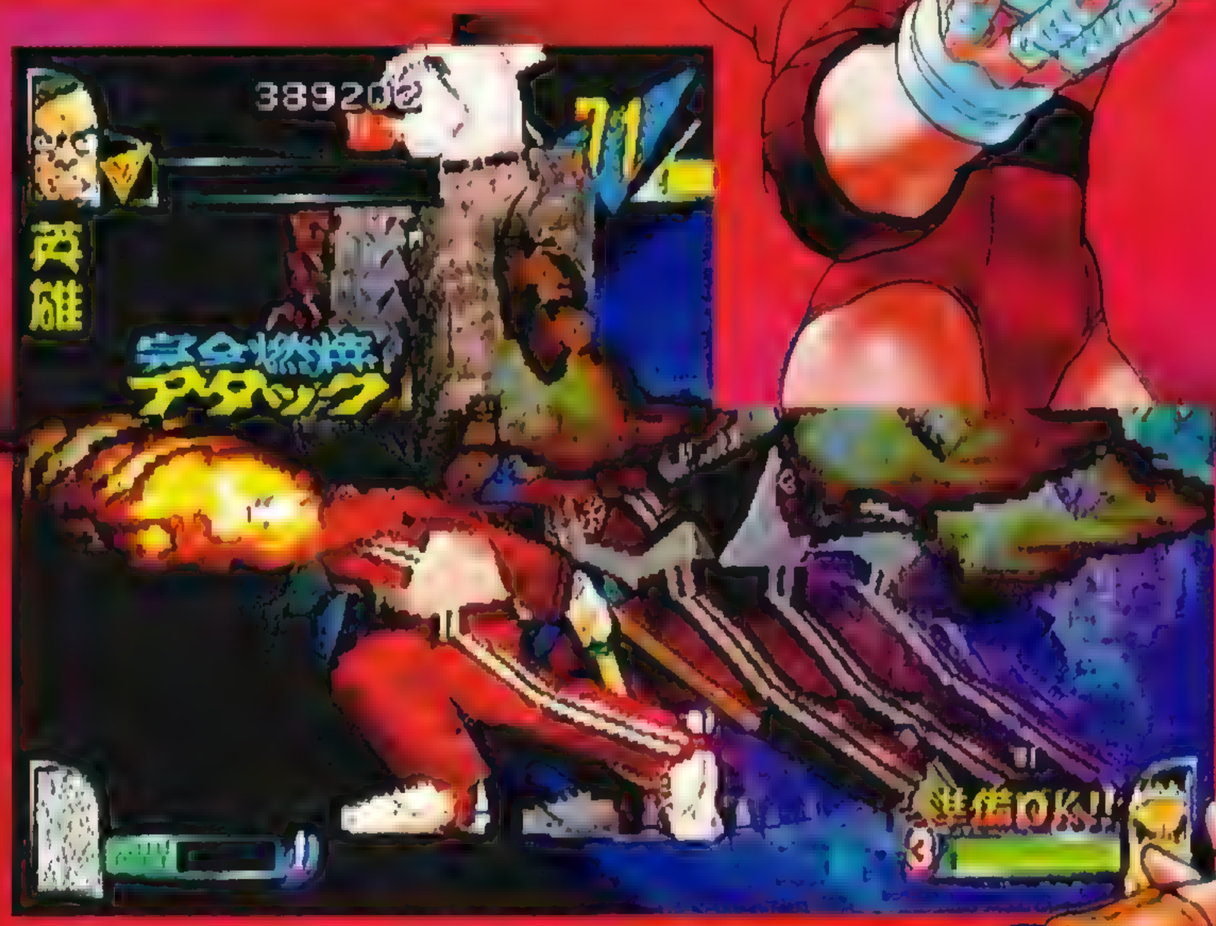
The best wrestler on PSX, bar none!

**Alternatively:**
WCW Nitro 80%
WCW Vs The World 79%

PLAY magazine Issue 39 1998

# RIVAL SCHOOLS

**IT'S BEEN A WHILE SINCE US LOT WENT TO SCHOOL, WHICH IS JUST AS WELL WHEN YOU LOOK AT WHAT'S GOING ON IN CAPCOM'S PLAYGROUND!**



[Above] Carnage! Absolute carnage! The super combo moves in *Rival Schools* are like nothing you've seen before. They sure leave a lasting impression.

## It's insane!

Crazy! Beyond feasibility! That's right, another new beat-'em-up emerges from the Capcom stable of body blows and totally outclasses everything we've ever seen from the fighting heavyweight.

*Rival Schools* is the game, and it's a blistering Technicolor rush from start to finish that totally demolishes not only Capcom's back catalogue, but numerous other companies' fighting game contenders as well.

Written By Ryan Butt

### PLAY information

**Publisher:** Capcom
**Supplied by:** Department 1 on 0171 916 8440
**Price:** £53.99
**Release date:** Out now (import)

One Player

Memory Card

Multiple Players

Multi-Tap

Dual Analogue

## SUMMER LOVIN'

The game incorporates elements from the recent *X-Men Vs Street Fighter* game and shifts them into a 3-D arena with amazing results. There are 14 brand new characters to choose from that include highschool jocks, drop-outs and cheerleaders, as well as angry lecturers with scores to settle with their naughty students. Players choose two characters from the selection screen and these can work as an awesome tag-team to punch the living daylights out of their rivals, and probably steal their dinner money or something.

Although the two characters cannot be switched during the actual bouts, they can be swapped in-between and even team up with the main combatant to use combined power to give the unfortunate party on the receiving end a damn good kicking.

In fact this is one of the main attractions with *Rival Schools* because the special effects are so fantastic and over the top that you won't forget this experience for a while. By executing a super combo move similar to those seen in the recent *Street Fighter Alpha* games, you can unleash a near unstoppable barrage of eye-candy. This can consist of three things, firstly the screen going dark and your character taking off on a multi-hit extravaganza whereby they are trailed by the kind of hazy shadowing effects seen in *Top of the Pops* around the Seventies. Secondly, your partner could run onto the screen to either help demolish the opponent by combined brute

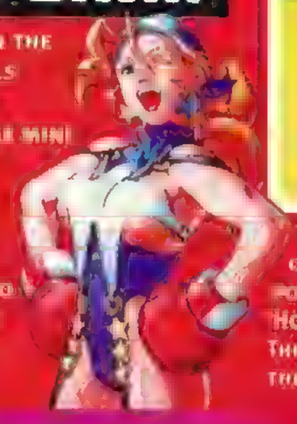
PLAY CLASSIC

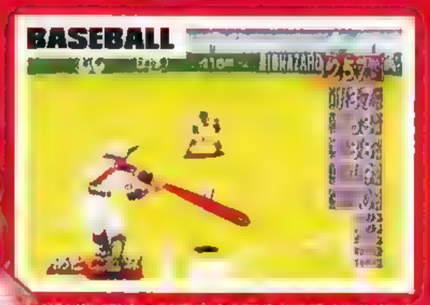
[Above] Crack! This is by far the most spectacular move we found in the game. Both characters grab a limb and then haul their victim into the air. This is the painful landing.

[Above] Who said that corporal punishment was dead in schools? Not Capcom!

## SPORTS DAY...

LIKE WE MENTIONED IN THE REVIEW, *RIVAL SCHOOLS* CONTAINS NUMEROUS LIMITED, YET ENJOYABLE MINI SUB-GAMES THAT FEATURE VARIOUS SPORTS. SPORTS DAYS WERE ALWAYS A FAVOURITE OF OURS, SO LET'S SEE WHAT WE'VE GOT TO PARTICIPATE IN HERE THEN...



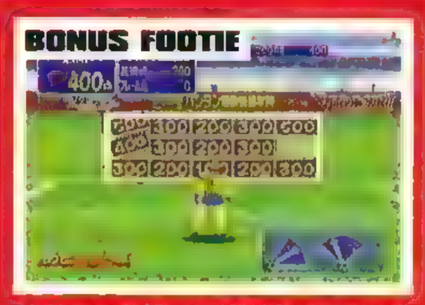


### BASEBALL

YOU'RE BOWLED FIVE BALLS AND THE OBJECT IS TO WHACK THEM AS FAR AS POSSIBLE, AND ULTIMATELY ACHIEVE A HOME RUN FOR MAXIMUM POINTS. THIS PROVED TO BE NO PROBLEM FOR THE PLAY JOCKS!

### PENALTY SHOOT-OUT

YOU GET FIVE ATTEMPTS TO BEAT THE GOALIE AND LIKEWISE SAVE FIVE. THE HEIGHT AND DIRECTION OF THE SHOT CAN BE ALTERED AND YOU CAN EVEN PERFORM SUPERSONIC SHOTS BY SPECIAL BUTTON COMBINATIONS.



### BONUS FOOTIE

LIKE PENALTY SHOOT-OUT EXCEPT THAT THAT INSTEAD OF BEATING A GOALIE, YOU HAVE TO SHOOT THE BALL AT SCORE CARDS SCATTERED IN THE GOALMOUTH. THE HIGHEST CARDS ARE IN THE TOP CORNERS, SO PRECISION IS REQUIRED.

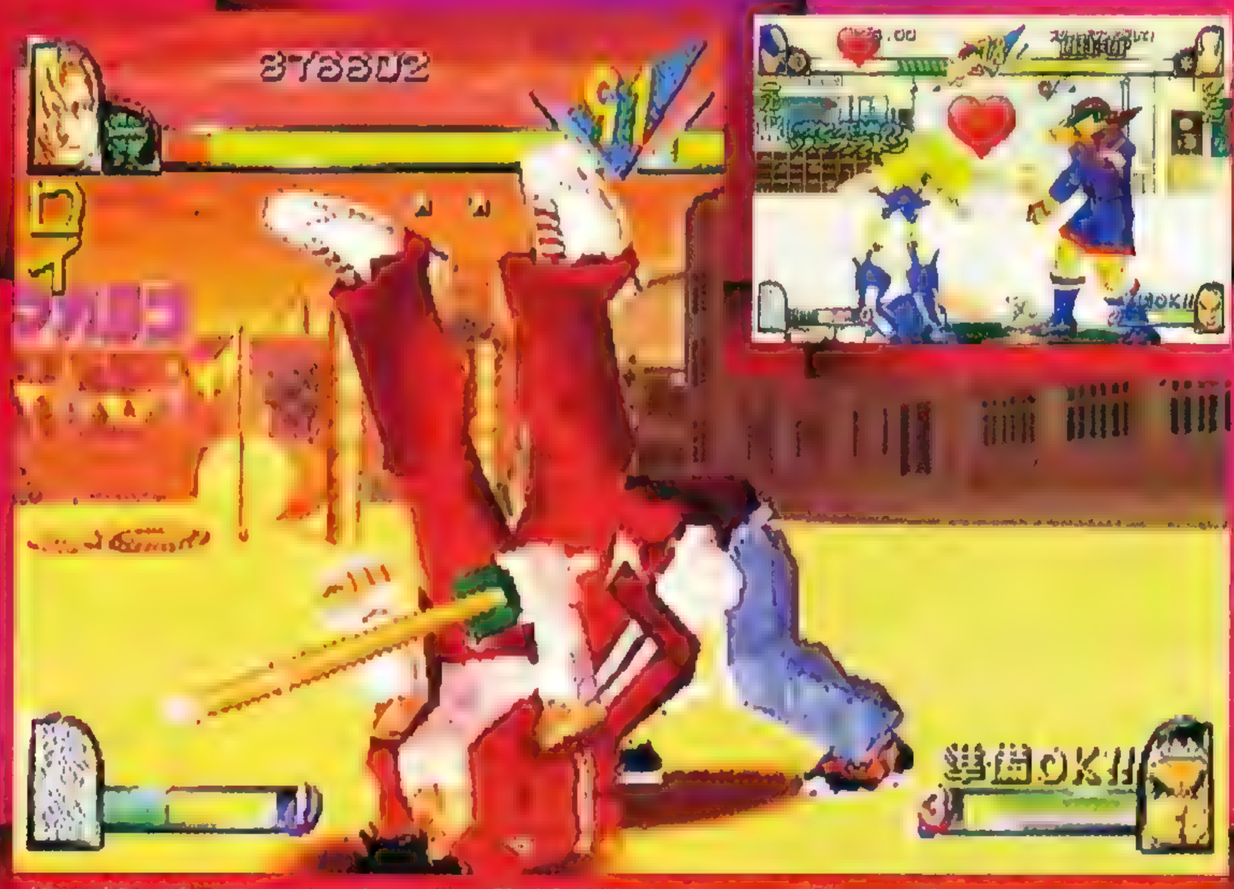
### VOLLEYBALL

YOU HAVE TO SPIKE A BALL AT VARIOUS TARGETS IN A SPORTS HALL. THE [illegible] KNOCK POINTS OFF. YOU CAN AIM AND DETERMINE THE POWER AND THE ANGLE.

[Above] Female taggers will kiss you to restore energy. Hmm!

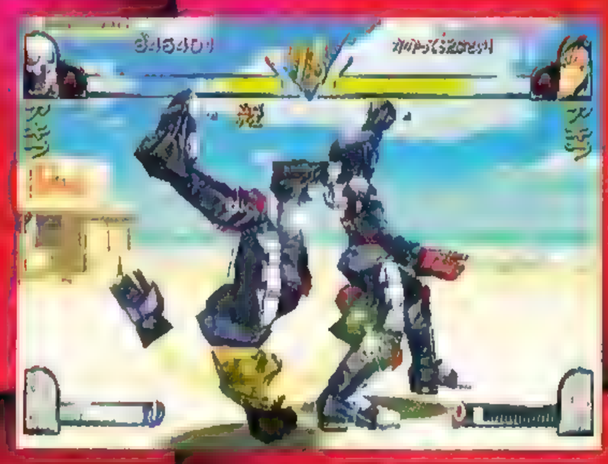
[Above] Some of the special effects look like they've been lifted out of a Seventies' *Top of the Pops*!





[Above] Apart from the spectacular combos, *Rival Schools* also features a hefty array of normal energy-sapping techniques. [Inset] A huge smacker rewards your good work, but it certainly doesn't come from the decked girl.

**"No other game has ever exploded in this fashion!"**



## TWO-TIMER

*Rival Schools* comes on two discs which baffled us initially, but things soon become very clear. The first CD is entitled 'Evolution' and is packed with a wealth of different games and practice modes.

You can create you very own fighter, assign super moves and even design their appearance, as well as participate in mini tournaments and crunching battles to beef them up and gain notoriety. This CD also contains a series of fun sub-games including baseball, penalty shoot-outs and volleyball (see box-out). The other CD is the arcade conversion that features the main game and Versus modes. So it's safe to say that there is something for everyone in this game, and we've certainly never seen such a huge variety of games, options and titbits in a beat-'em-up.

So how does *Rival Schools* play? Put it this way, when the first rumble kicks off, you're going to be impressed, very impressed. We thought *Tekken 3* was a fine arcade conversion, but *Rival Schools* is the most technologically advanced, not to mention sexy conversion the PSX has seen, and seeing is believing.

The fights are fast and frantic and totally unpredictable. The fists fly at such a pace that it's a job to keep up, and when the super combos kick in you'll be rocked to the back teeth by the dazzling way in which they are executed, and the effects they have on the battles. No other game has ever exploded in quite the same fashion once is gets going. The characters themselves are large, colourful and move with quick precision and smoothness. Okay so this is a Japanese import game and so entitled to run quicker than our sub-standard European tosh but still!

## 10 GREAT THINGS ABOUT SCHOOL!

LIKE IT OR LOATHE IT, WE ALL HAVE TO ENDURE SCHOOL. IT'S NOT ALL BAD THOUGH, HERE ARE SOME OF OUR FONDEST MOMENTS DURING OUR EDUCATIONAL YEARS.

**10** SCHOOL DINNERS (WE ALL LOVED 'EM REALLY, ESPECIALLY THOSE OILY BURGERS)

**9** BUNSEN BURNERS (WE WERE ALL POTENTIAL PYROS IN THE GOOD OLD DAYS!)

**8** PORN MAGS IN THE PLAYGROUND (USUALLY FOUND IN THE PARK NEAR TO A BAG OF GLUE)

**7** SCRAPPIN' (IT WAS ALWAYS THE TOUGH KIDS THAT GOT THE GIRLS)

**6** SKIVING (BUNKING OFF TO LISTEN TO VAN HALEN WHEN YOU SHOULD HAVE BEEN IN DOUBLE ART)

**5** BOG-WASHES (THE STUFF OF LEGEND, IF YOU WERE A FIRST FORMER, YOUR HEAD WAS DESTINED FOR THE PAN)

**4** PRANKS (DRAWING PINS ON CHAIRS, CLINGFILM ON BOG SEATS, AND SO ON)

**3** TRIPS (CONTACT WITH THE OUTSIDE WORLD ALWAYS MADE SIR LOOK STUPID)

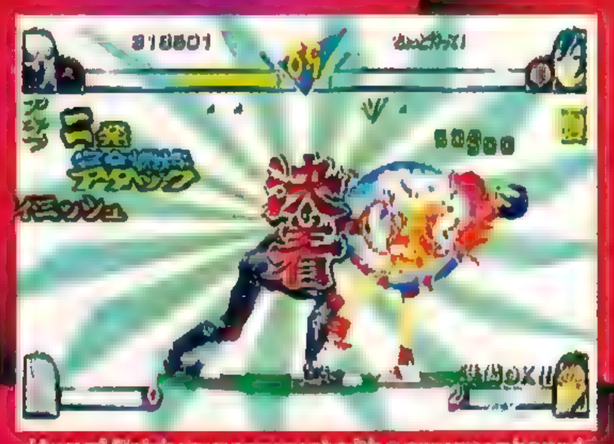
**2** SNOGGIN' BEHIND THE BIKE SHED (WE LEARNT MORE THERE THAN A YEAR'S WORTH OF SEX ED!)

**1** LEAVING

[Above] Who's a lucky boy then? When an opponent is knocked out in style, a female team mate may grab you and smother you with sloppy kisses. The effect is heightened with the cherubs buzzing around the place.

[Above] This is the Training mode. Don't ask us what's going on, just get in there and start lumping away.

[Above] The camera will zoom in on the victorious team to show the amazing detail.



[Above] Finish your opponent with a super combo and the whole screen will erupt in a cascade of colour.

## HOME TIME!

Unfortunately all of the in-game text is in Japanese so getting to know you way around the many modes and options takes time and perhaps even a trail of sound behind you. But this should in no way put you off persevering because the rewards are vast and extreme – there's even a tournament mode whereby up to eight players can compete.

It is in the two player Versus mode that the game is best played though because you never quite know what is going to happen next. Games can turn from one-sided pastings to closely matched nail biters within seconds thanks to the easy to use, intuitive control system.

Another good thing is that the dreadfully long loading times that have creeped into many of the Capcom games of late have been trimmed. So now the eager wait isn't so painful. If this is a sign of things still to come from the PlayStation then we can all go out and celebrate because if *Street Fighter Ex 2* is half as good as this, then Capcom will rightfully be restored as the beat-'em-up kings. Even so, it'll be interesting to see how Namco responds! *Rival Schools* is rock solid in all respects and a contender for game of the year. If you're tempted to splash out for the imported version though it might be worth waiting for the American one. A real skilful trippy dazzler!

## PLAY

| | |
|---|---|
| LOOKS | ● |
| SOUNDS | ●● |
| GAMEPLAY | ● |
| VALUE | ● |
| DETENTIONS | ● |

**96%**

**The most dynamic fighting game for years**

**Alternatively:**
Tekken 3 84%
X-Men Vs Street Fighter 82%

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# BABY UNIVERSE

Written By Ben Lawrence

## IT'S COLOURFUL, TRIPPY AND SPINS AROUND THE SCREEN DOING WHAT IT WANTS... BUT WHAT EXACTLY IS IT?

[Above] Pick a shape, any shape, then twist 'em, turn 'em and wish you could burn 'em. No wonder Frank Butcher went barmy, he used to wake up and see monstrosities like this dangling from Pat's ears every morning.

**PLAY information**

**Publisher:** Sony
**Customer Support:** 0881 505505
**Price:** £39.99
**Release date:** Out now

One Player | Memory Card

Back in the late eighties at rave venues throughout the country, lots of swirly happy images floated about on huge screens, moving with the music and adding a certain kind of magic to the raver's night, so why couldn't they have stayed there?

In an attempt at proving the PlayStation to be more than just a mere games machine (as hinted by the recent music maker, *Fluid*) Sony has come up with *Baby Universe*. It's a grown up 3-D kaleidoscope if you like, whereby you can choose various shapes from a choice of twelve structures and accompany them with one of eight ever so slightly annoying ditties, and then you watch them move around the screen. You can of course move the patterns around within a limited degree, and combine them with each other to create other 'fantastic' designs. Another option is the ability to alter flight path of the patterns and determine in which direction they move (ie spirals, zigzags etc). That's about it though.

### MIS-SHAPES

Its not even as if you can put your own music to this package and let it swirl around merrily in the background. You can only use your music CDs in a section called 'sound scope' which resembles a hospital heart monitor. Instead you've got to sit there trying to interact with it whilst it gives you a headache, and get this, if you leave it long enough in one area, the images disappear altogether leaving a blank screen. Great!

**"It's colourful, sure, but then again, so's sick..."**

We don't mean this to sound quite so damning but *Baby Universe* hardly has anything going for it, unless of course you count the fact that it's colourful... but then so is sick. We're all for developers pushing a simple console to new levels and using it for more wide-spread purposes than just gaming, but we can't think of anyone that would want to own this. We know a fair few casualties of the 'rave' scene, and although most of them see swirly patterns on a permanent basis, not even they were impressed with *Baby Universe*! If you really must experience this, go to a toy shop and buy one of those cheap cardboard kaleidoscopes instead. At least you can play your own tunes whilst tripping out on the groovy patterns!

PLAY PUTRID

[Above] Knitting patterns for the X-generation. This is about as exciting as *Baby Universe* gets, and any hardened drinkers out there will be well familiar with this kind of splodge already.

**PLAY**

| | |
|---|---|
| LOOKS | ●●●●○○○○○○ |
| SOUNDS | ●●●○○○○○○○ |
| GAMEPLAY | ●●○○○○○○○○ |
| VALUE | ●●○○○○○○○○ |
| MIGRAINES | ●●●●●○○○○○ |

**22%**

Just a bit too far out, man!

**Alternatively:**
Fluid 73%
Spice World 25%

# MADDEN NFL '99

Issue 39 1998

**REGULAR AS CLOCKWORK, ANOTHER MADDEN GAME EMERGES TO REAP THE REWARDS OF THE SPORT'S EUROPEAN POPULARITY. BUT IS IT A WORTHWHILE UPDATE?**

[Above] The graphics are now better than ever. When the camera zooms right in during the quiet periods, you can clearly see the detail on the players' faces and read their names on the back of the jerseys.

## Fatty's back!

He may not be pretty, but this big guy has helped shift over 11 million American football games since some bright spark at EA started the franchise, and this staggering figure will surely expand with this '99 update.

There is no doubting that *Madden NFL '99* is the best gridiron game on the PlayStation, and this will become apparent to you within minutes of booting it up. The most striking thing is the new front end. Madden himself will wobble on-screen and start nattering about stuff... sorry but in our haste to get rid of him, we failed to catch his exact words, we're sure it wasn't important though. You're then greeted with a smart title screen that has options aplenty for the skilled to the amateurs.

### PLAY information

**Publisher:** Electronic Arts
**Customer Support:** 01753 549 442
**Price:** £39.99
**Release date:** September

## REAL SWELL

It doesn't matter if you've never played an American football game before though because one of the prize features of this version is the new one-button interface. This allows the un-initiated to snap, throw, hand off a running back (sorry, hand off to a running back!) and numerous other skills that don't take long to master in the first place. The computer AI will read the play and make a choice depending on when the user hits the 'action' button.

The other striking thing about *Madden NFL '99* is how good the graphics are. This is especially noticeable when right up close to the players – you can see their toothy grins and even read theirs names that adorn their huge, over-sized shirts. Also, portraits and statistics will flash up in accordance to a particular player if they've done something good.

Even with the inclusion of the new 'novice' feature and the beefed-up graphics, room was still found for loads of other stuff to keep the fans flocking back in their droves – plays being the primary factor, as there are now more than ever. Some may look familiar, but as an added twist, there are now variations on the main formations, giving different and interesting new slants to existing plays.

If you fancy a stint as a head coach, there are facilities that cater for such an ambition. Firstly there's a fantasy draft and the opportunity to compete in a fantasy tournament. Then there's the 'front office' menu that enables you to trade players, sign or release players and even create your own. So *Madden NF '99* has a lot more depth than before, and at last we can say that this is not another pointless update.

Make no mistake, American footie fans will take to this like William Perry to your, er, refrigerator. Even if you're not too fussed about the sport in general, this game acts as a good eye-opener to showcase what you've been missing out on, and makes a great multi-player game into the early hours.

[Above] The computer opponents are tougher than ever to get past.

[Above] Thanks to a one-button system, you can compete easily.

[Above] When playing catch up, try and get out of bounds on the run to stop the timer in-between plays.

**"Madden NFL 99 has a lot more depth than before!"**

### PLAY

| | |
|---|---|
| LOOKS | 9 |
| SOUNDS | 7 |
| GAMEPLAY | 8 |
| VALUE | 7 |
| BLITZ | 8 |

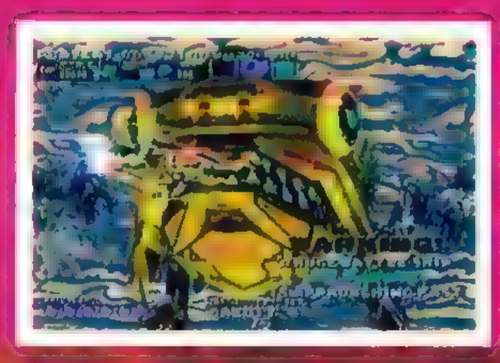
**89%**

Another successful year for the fat man

**Alternatively:**
NFL Xtreme October
Madden '98 82%

Written By Ryan Butt

# G-DARIUS



[Above] When the big end of level guardians get really peeved, they fire off devastating ray blasts that are an instant killer. Learn their attack patterns and dodge accordingly. [Inset] Do you think it's spotted you?

## SQUARE TOLD US THAT THE DAYS OF THE TRADITIONAL ARCADE SHOOT-'EM-UP AREN'T YET NUMBERED WITH EINHANDER. NOW THQ IS SHOUTING IT!

The essential requirements for a shooting game can be counted on one hand; good craft, bad crafts, big bosses, power ups and challenging, varied levels. *G-Darius* has no pretensions and doesn't set a foot off of the beaten track. It's just honest arcade shoot-'em-up action at its frantic best.

We'll not waste time informing you how you came to control a high-powered and well-armed space craft up against the cream of the universe's scum, you don't need to know because frankly it isn't important. What is important is that you start the game with a single laser that can be powered-up within seconds of the first wave of drones flying onto the screen and then the action and satisfaction just escalates from there. There are numerous platforms of your ship that can be enhanced from the standard guns to the secondary defence (which usually consists of missiles or bombs). When the going gets too tough for your standard weapons, an awesome power ray can be charged and used to rip through the target.

**PLAY information**

Publisher: THQ
Customer support: 01483 767656
Price: £34.99
Release date: 25 September '98

One Player | Multiple Players

Memory Card

[Above] We've heard of flying fish but this takes the biscuit.

## THUNDER DAYS

Although *G-Darius* doesn't quite have the ultra-stylish appearance of *Einhander*, it is more than a worthy competitor thanks to some interesting new twists in the gameplay. For example, if at any point you are unsatisfied with your own fire-power, you can blast off pods that latch onto enemy crafts and reel them in like helpless fish. When snared, they fly in close proximity to your ship and contribute greatly in shooting down their comrades.

We mentioned fish, well oddly enough they play quite an important part in this game because nearly all of the big bosses are fish. And they are very big! You know when you're in for a really rough ride because a warning will flash urgently on-screen and you'll be formally introduced to the gargantuan beast before you destroy it or be destroyed. Each boss takes a while to wear down and there are usually many different parts that must be destroyed before the whole thing goes down. The game is simultaneous two-player, so it helps if you've got a buddy on-hand to assist you (warning: rowing about stealing the credits doesn't bode well for a healthy alliance!)

The best thing about *G-Darius* is the relentless enemy attacks that don't stop until the levels come to an end. It induces sweat and adrenaline rushes more intense than a game of strip poker with a supermodel! Due to the way in which the game is structured, playing it varies greatly from session to session. This is because the levels split halfway

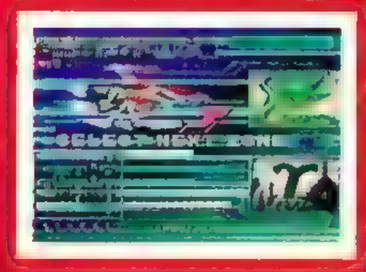
**"A worthy competitor thanks to some twists..."**

[Above] The bosses take some killing. Certain parts must be destroyed to wear them down.

[Above] For some reason, most of the bosses in the game resemble different types of fish. This is one of the rare exceptions... a scary stick-insect-like beast that is guaranteed to make your life a misery. Fetch the repellent.

### ROUTE ONE...

THERE ARE MANY DIFFERENT LEVELS IN *G-DARIUS*, AND IT IS IMPOSSIBLE TO SEE THEM ALL IN ONE GAME. THE REASON FOR THIS IS BECAUSE YOU HAVE TO MAKE A CHOICE AT THE END OF THE FIRST LEVEL AS TO WHERE YOU GO TO NEXT, AND SO ON FOR EACH SUBSEQUENT LEVEL. A HANDY LEVEL CHART WILL SHOW YOUR EXACT ROUTE, SO WITH EACH NEW GAME, YOU CAN TAKE A DIFFERENT PATH AND TAKE IN THE EXOTIC NEW SIGHTS AND CHALLENGES.



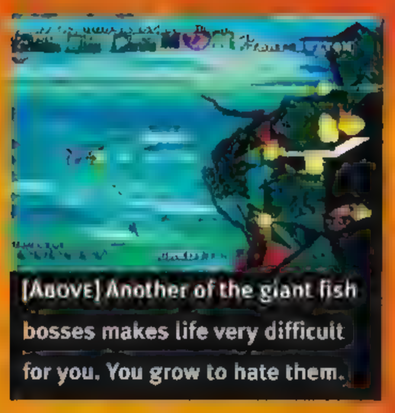
Written By Ryan Butt

[Above] You can command the extra fire-power of enemy crafts by firing off pods and dragging them in. When snared they can even be used to charge up a super beam that lasts for ages.

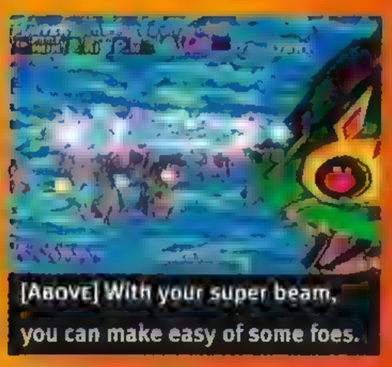
[Above] The bosses move around during the battles so you could be attacking from the left one minute and then change direction as the boss swoops around the back for a surprise attack. They sure keep you on your toes.

[Above] Waves of enemy drones attack from all angles.

[Above] As you progress through the game, the enemies get wiser and attack with more venom.



[Above] Another of the giant fish bosses makes life very difficult for you. You grow to hate them.



[Above] With your super beam, you can make easy of some foes.

through and you must choose your destiny by positioning your ship either above or below a line that appears. Also, whenever a level is completed, you can choose your next destination from a choice of two, which is reflected on a chart that plots your route through the game. Obviously, this adds a great deal of depth to the proceedings...

## HELL FIRE

Despite the relative simplicity of *G-Darius*, it is incredibly well done by arcade masters, Taito. The main stance is a 2-D side-scrolling shoot-'em-up, but the levels twist and turn like a Rubix Cube. You could be flying along quite happily one minute, then your ship will surge upwards and things will come at you from an upward diagonal direction the next. The scenery shifts constantly as well, giving the game a polished 3-D sheen and acting as a constant reminder that despite the ancient mechanics, this game is anything but archaic.

The graphics and sound are of exceptional quality, but it is the straight, no-nonsense frenzied shooting that make this a winner. Okay so it may not be a game to everyone's taste, but it'll certainly come as a rocket from the crypt to fans of the genre. And even if you're not, then it's worth getting into. Few games are more intense and serve up such a splattering of pyrotechnic extravagance, complete with a hearty challenge chaser!

[Above] There is always loads going on in the background to keep you amused. For added eye-candy, the scenery constantly shifts and turns as you fly around it.

PLAY

| | |
|---|---|
| LOOKS | ●● |
| SOUNDS | ●● |
| GAMEPLAY | ●● |
| VALUE | ●●● |
| BLASTS | ● |

**88%**

Shoot-'em-ups don't come much better

**Alternatively:**
Einhander 90%
R-Types September

PLAY magazine Issue 39 1998

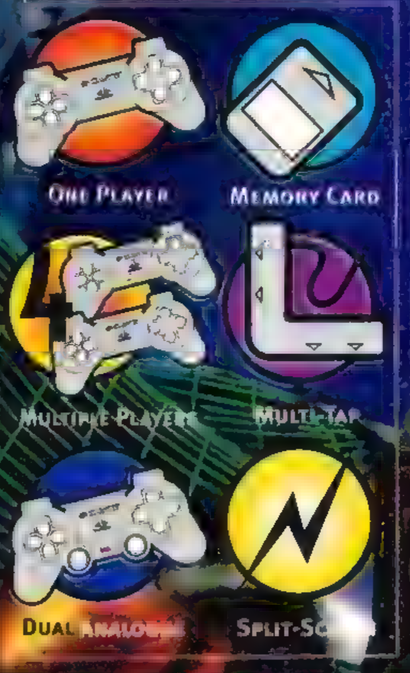
# S.C.A.R.S.

## SWEATING, ANGRY BEASTS MERGE WITH GAS-GUZZLING VEHICLES IN A LIGHT-HEARTED RACER THAT PUTS THE BITE BACK INTO THE GENRE...

Written By Tom Sargent

**PLAY information**

**Publisher:** Ubi Soft
**Customer Support:** 0181 944 9000
**Price:** £39.99
**Release date:** September




There's been a cavalcade of sensational car games lately. Frankly, we've been spoiled rotten with *Gran Turismo*, *Vigilante 8* and most recently, the muck-spreading *Colin McRae Rally*. Absolute classics one and all. But other than fun lovin' *Wreckin' Crew*, *Mario Kart* derivatives have been rather thin on the ground. Until now that is. Enter the awkward to write *S.C.A.R.S.* Forget what it stands for – it pertains to be a race-'em-up where self-aware super computers have designed super cars in the image of predatory animals. Bobbins! Tish and pish, we say.

Ubi Soft's latest colour-splashed creation is a tumultuous racer based around nine increasingly difficult circuits, plain and simple. Nothing remotely original you might think. Well, *S.C.A.R.S.* is full of little surprises. On the surface, it looks like a thousand other racing games, but we can't remember when a game allowed players take short-cuts at certain junctures only to revert back to the main circuit by simply driving off the edge whenever they want. Cool. This isn't all, plug in a Multi-Tap and you'll be stunned at the unrivalled speed and quality of the four-player split-screen option too.

[Above] Things can get pretty hairy in the claustrophobic tunnels. [Inset] Graphically the game is pretty good. There are plenty of detailed textures and everything runs smoothly, but it's hardly cutting edge stuff.

[Above] We recommend something slower with a bit of grip for the Ski level, which is incredibly tricky.

**"The speed of the four-player game is stunning!"**

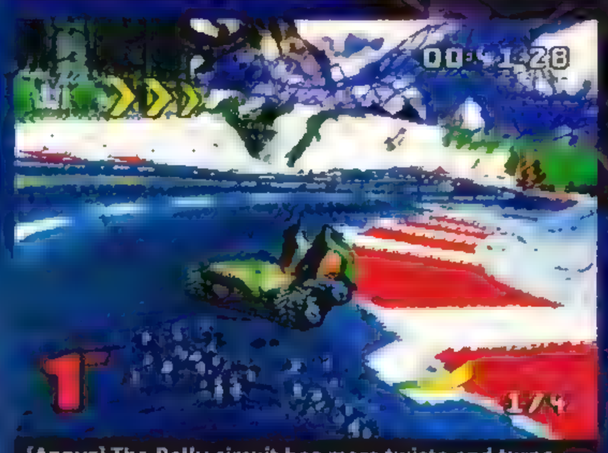
## ELEPHANTASTIC

Admittedly background detail is sacrificed for a smooth multiplayer ride, but the result is first for the PlayStation. Only *Rally Cross* (reviewed in PLAY #19) managed to tread the same path although it crawled like a leper wading through treacle to achieve it. By far the best part is

[Above] The four-player split screen challenge doesn't suffer any slowdown whatsoever. It's a miracle! And the simple, easy-going action is perfectly suited to multiplayer mayhem.

[Above] Although impressive, the sci-fi ambiance is much inferior to Psygnosis' *Wipeout 2097*. [Inset] The Time Bomb or 'Hot Potato' counts down before exploding on the carrier. Wait for the counter to reach about three..

[Above] After winning two or three races in a row, you race the end opponent in a head-to-head challenge.



[Above] The Rally circuit has more twists and turns than your digestive system. Not fun in the snow.

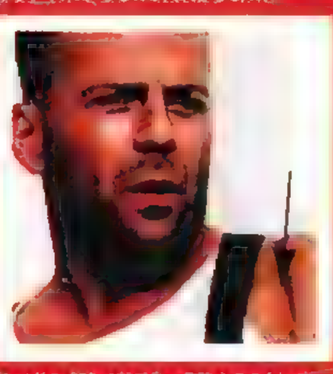
## SCAR STARS

Scars eh? We've all got them. Here are a few famous examples of well know faces with 'character building' blemishes no doubt picked up in school-yard scraps.

Harrison Ford's famous chin gash was explained in the third of the *Indiana Jones* films as an accident with a whip.

Film Noire hero, Humphrey Bogart shows an upper lip scar. Character building we say.

Stacey Keach is usually seen with a 'tash, but check out this surgical scar.



Bruce Willis has survived several *Die Hard* films, but not without scarring, seen here on his shoulder. Ouch!

the fiendish assortment of chargeable weapons and 'blockers'. To begin with, the temptation drive over absolutely every liberally strewn pick-up is enormous, but after a couple of goes, you soon adopt a strategy to suit your own driving style. Stoppers, Stingers and Magnets can be tossed forwards and backwards to temporarily halt rival cars, but the offensive Bullets, Timebombs, Boomerangs and Seekers inflict the most damage. Even more so if you charge them up for a few seconds. Unfortunately, there aren't that many levels - only nine as we mentioned earlier and they soon become infuriatingly hard. You can be leading for ages, then all of a sudden a car will appear from nowhere showering you with a million weapons. Damn it!

## RULES OF SURVIVAL

Total concentration is needed to win and you've got to find the short-cuts if those later tracks are to be opened up. There's numerous modes of play to squeeze the most out of each track including three Grand Prix Cups and a Custom Cup, Time Attack and Challenge. They've thought of everything – even a section where the tracks can be customised... to a limited extent. All you do is choose one of four 'conditions' – Midnight, Dawn, Rain, or Sunshine – into the eight slots provided and Bob's yer close relative.

Weapons can be toggled on or off, so you can have a straight race without the headache of avoiding the usual bombardment of projectiles. If you're looking for an addictive, short-term hit that doesn't take itself too seriously, *S.C.A.R.S* delivers, especially in four-player mode where it's engine is most impressive.

[Above] Magnetic traps attract your four-wheeled fun if you venture two near. Keep to the middle or else!

## PLAY

| | |
|---|---|
| LOOKS | |
| SOUNDS | |
| GAMEPLAY | |
| VALUE | |
| TUSKS | |

# 82%

**Great short-term challenge and multiplayer fun**

**Alternatively:**
**Wreckin' Crew 83%**
**Formula Karts 75%**

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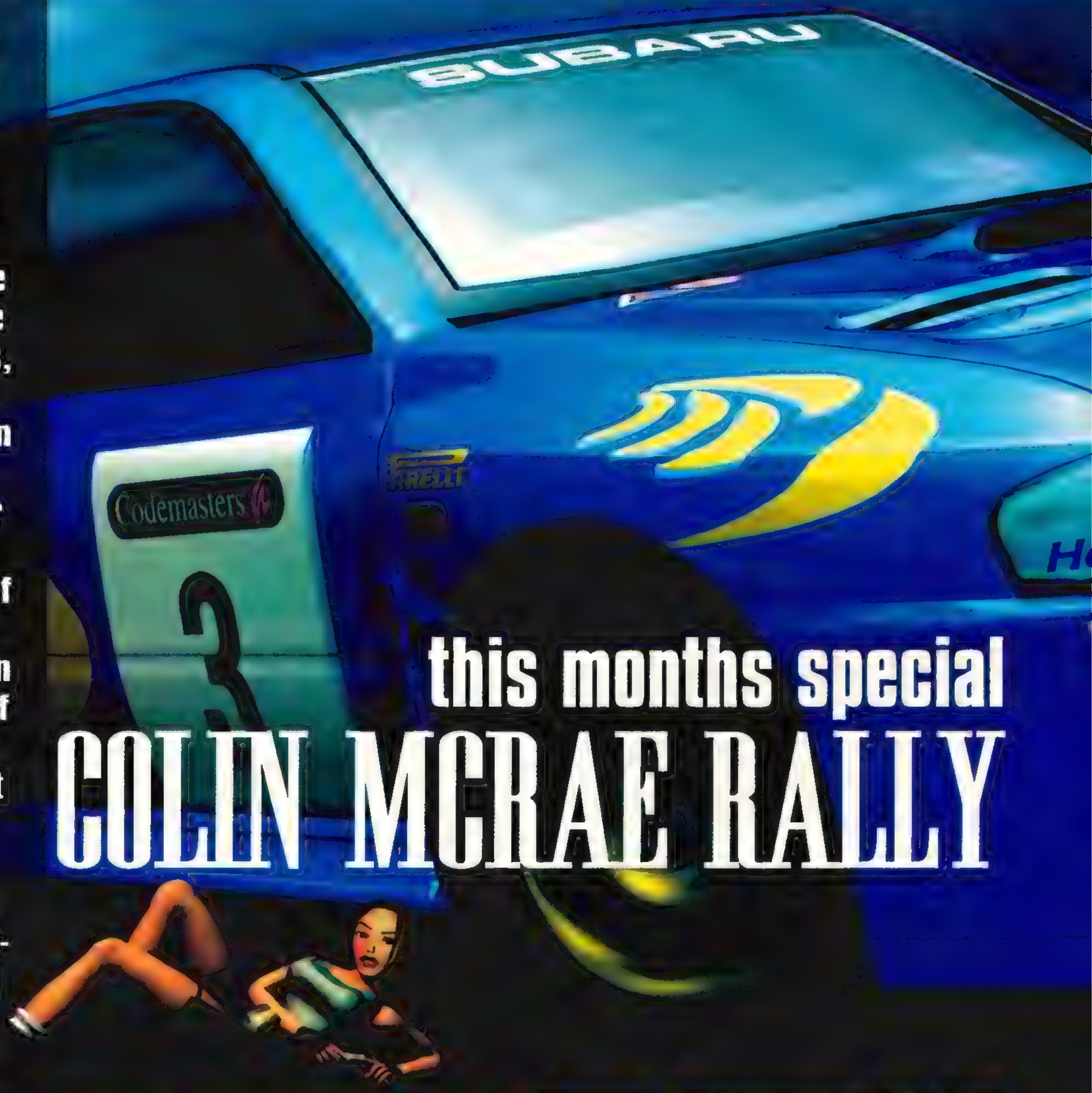


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COLIN MCRAE RALLY

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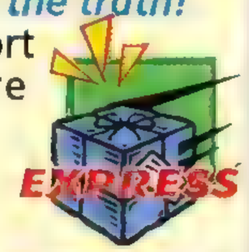


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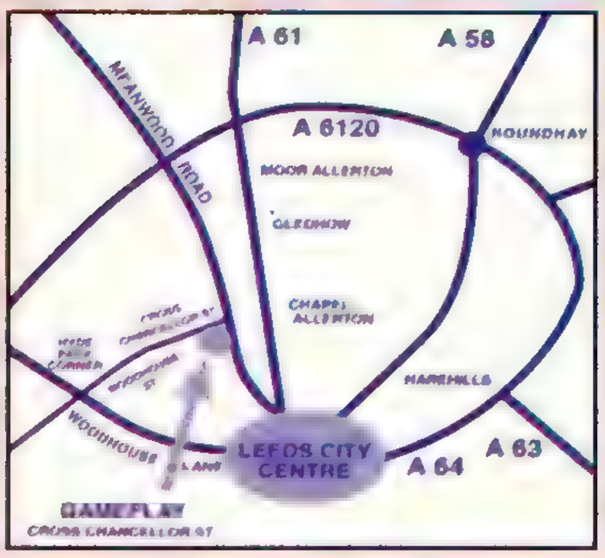


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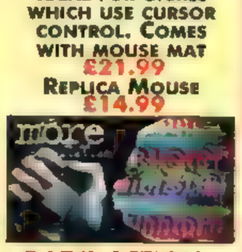

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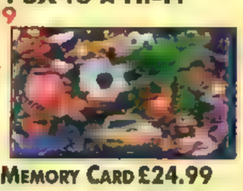

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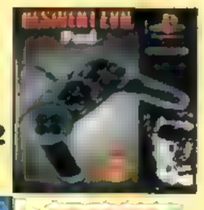

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***To assist in your endeavours there are many hint books available to 'shed light' on games that you may be having trouble with. If the going gets tough, get the book!***

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| A-Z of PSX Secrets & Solutions | £10.99 |
| A-Z of PSX Secrets & Solutions Vol 2 | £15.99 |
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# BUYING FROM GAMEPLAY IS BUYING WITH CONFIDENCE!

***To assist with choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!***

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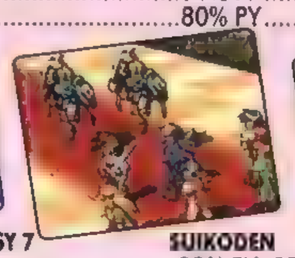
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TEKKEN 3

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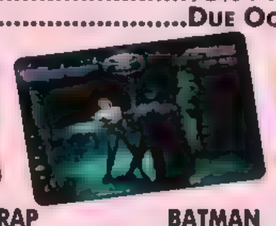
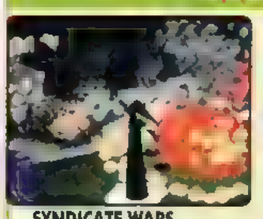

BATMAN & ROBIN

FIFTH ELEMENT

## ARCADE SHOOTING


SYNDICATE WARS

ONE

CRIME KILLER

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| BLAST CHAMBER | 82% PY | £24.99 |
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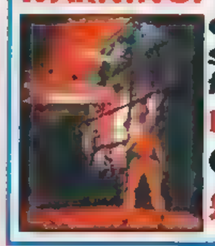
***WARNING! This game will sell out quickly! Reserve one soon to guarantee one for Christmas!***



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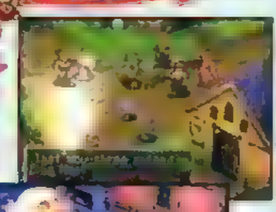

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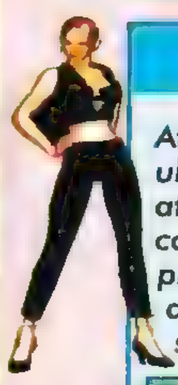
## TEKKEN 3



*After months of waiting, the ultimate in beat 'em ups is here at last! 100's of moves and combos, 24 characters, plus play modes, advanced animation and an amazing soundtrack.*

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*To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!*

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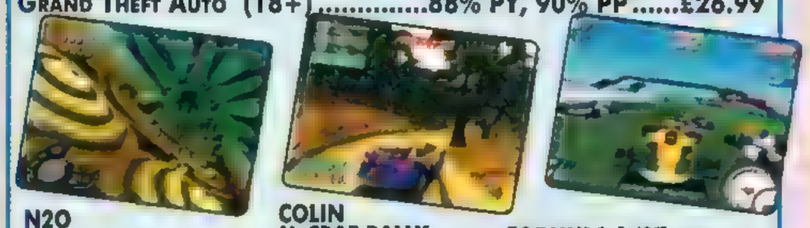

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*Undoubtedly one of the most addictive multi-player games on the Playstation, Bomberman features 2 modes of play - 1 player quest mode or 2-4 player arcade mode.*

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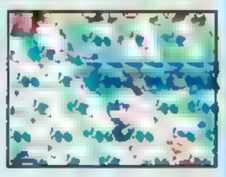

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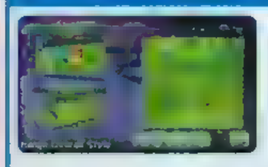

**PREMIER MANAGER '98**
*Take your team from the bottom of the league to premiership glory! Easily the most realistic management sim for the Playstation. Highlights are created using the Actua Soccer 2 game engine and commentary. Premier Manager allows you to take control of any team in the league or to embark on a simulated management career.*

| | | |
|---|---|---|
| **Actua Golf 2** | **80% PY, 83% PP** | **£17.99** |
| Actua Golf 3 | Due 21st October | £31.99 |
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| **Actua Soccer 2** | **92% PY, 93% PP** | **£17.99** |
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| Chill | 56% PY | £19.99 |
| Cool Boarders 2 | 81% PY | £29.99 |
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EVERYBODY'S GOLF

COOL BOARDERS 2

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| | | |
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| Dead Ball Zone | 88% PP | £25.99 |
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| **Int'l Superstar Soccer Pro '98** | **Due September** | **£32.99** |
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| Jonah Lomu Rugby | 86% PY, 84% PP | £20.99 |
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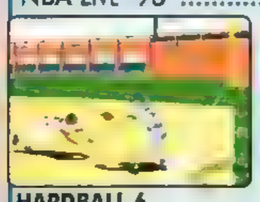

HARDBALL 6

NAMCO TENNIS

VICTORY BOXING

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| NFL Madden '98 | 92% PY, 89% PP | £26.99 |
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| NHL Face Off '98 | 80% PY | £29.99 |
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| V Ball | N/A | £29.99 |
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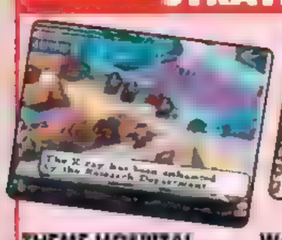
| **World League Soccer '98** | **90% PY, 93% PP** | **£30.99** |
| WWF In Your House | N/A | £22.99 |
| WWF Warzone | Due 28th August | £32.99 |

PGA GOLF '98

VIRTUAL POOL '97

WWF WARZONE

## STRATEGY / SIMULATION



THEME HOSPITAL

WARHAMMER 2: DARK OMEN

C&C RED ALERT

| | | |
|---|---|---|
| Carnage Heart | 57% PY, 74% PP | £22.99 |
| Command & Conquer RED ALERT | 90% PY, 93% PP | £34.99 |
| Constructor | Due September | £31.99 |
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| **Theme Hospital** | **88% PY** | **£25.99** |
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| Transport Tycoon | 78% PY, 86% PP | £19.99 |
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| Warhammer: Shadow of Horned Rat | 82% PY, 86% PP) | £34.99 |
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| Worms | 92% PY, 82% PP | £17.99 |
| Z | 85% PY, 80% PP | £29.99 |

## RETRO / COMPILATION / MISCELLANEOUS

R-TYPE

SPICE WORLD

FLUID

| | | |
|---|---|---|
| **Atari Greatest Hits** | 81% PY, 75% PP | |
| Inc Asteroids, Super Breakout, Tempest, Battlezone, etc | | **£19.99** |
| **Atari Greatest Hits 2** | **Out now** | **£27.99** |
| Fluid | Due 28th August | £26.99 |
| **Midway Greatest Hits 2** | N/A | |
| Includes Moon Patrol, Root Beer Tapper, Burgertime, Splat, Spy Hunter, Blaster, and Joust 2 | | **£27.99** |
| Namco Museum Volume 2 | 70% PY, 63% PP | £22.99 |
| Namco Museum Volume 4 | 79% PY, 67% PP | £24.99 |
| Namco Museum Vol 5 | 75% PP | £29.99 |
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| R-Type | Due end September | £29.99 |
| **Spice World (Spice Girls)** | **N/A** | **£18.99** |

SUPER PANG

POY POY

BUST A MOVE 3

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| Bust A Move 3 | 88% PY, 85% PP | £23.99 |
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| Kula World | 83% PY, 89% PP | £34.99 |
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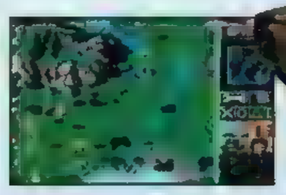
## C&C RETALIATION

*From the creators of Red Alert, Retaliation has 34 new missions, 12 new units plus 100 multi-player maps. Revised layouts and head to head 2 player action all help to make Retaliation the ultimate strategy game this Autumn.*



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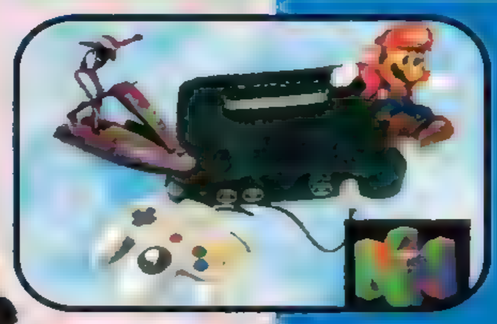

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## Q&A

**If you're hopelessly stuck, or just need advice, send queries to: Q&A, PLAY Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS We know everything!**

**Dear Station Master,**
**On *Broken Sword 2*, how do you get past the bit with the film crew. I'm totally stumped.**
**Lindsay Shaw, Wigan**
First, talk to everyone on set. Next, take a pancake, a bun and the syrup and combine the syrup with the pancake. Left click on the bush, then give the syrup pancake to Hurt the stunt man. Select the bun and left-click on the bush, then pick up another and do the same.

**Dear Station Master,**
**I hope you can help me with *Tomb Raider 2* before I go mad. I have insufficient weapons and health to deal with too many enemies.**
**Shane Crawford, Fife.**
For an 'All Weapons' cheat, make Lara perform the following actions during the game. Walk one step forward, walk one step back. Release R1, then spin at least three times in a complete circle in any direction. Jump back by pressing ⇧ + ✕. Ba daa!

**Dear Station Master,**
**Do you have any cheats for *WCW Vs The World* and *WWF: In Your House*?**
**Lewis Bird, Norwich**
For alternate wrestlers in *WCW* highlight Hulk Hogan, Sting, or Masahiro Chino at the character selection screen and press Start instead of X to play their old versions. In *WWF* to enable combos: pause the game and press R1, L2, R2, L2, ⇨. Enter again to return to normal.

**Dear Station Master,**
**Do you have any cheats for *Road Rash*?**
**Scott Gallacher, Southfields**
Not so much a cheat, but to walk around; brake until your speed is 0 MPH. Press L1 + R1 + ⇧. Your racer will dismount from the motorcycle, and can explore the scenery.

**Dear Station Master,**
**Prove that you really do know everything by telling me all of the passwords for *Nuclear Strike*?**
**James Graham, Kent**
Oh, go on then. Enter the following: JUNGLEWAR, CUTTHROATS, COUNTDOWN, PLUTONIUM, PUSAN, ARMAGEDDON and a bonus for you, LIGHTNING. I thank you.

## MORTAL KOMBAT 4

### These Kombat Kodes in full

Enter one of the following codes to activate the effect.

| Effect | Code |
|---|---|
| One-hit win | 123 123 |
| Noob Saibot mode | 012 012 |
| Red Rain (On the Rain stage) | 020 020 |
| Explosive Kombat | 050 050 |
| Drawn weapons can not be lost | 002 002 |
| Disable throws | 100 100 |
| Disable max damage | 010 010 |
| Disable throws and max damage | 110 110 |
| Random weapon appears | 111 111 |
| Start with random weapon | 222 222 |
| Start with weapons drawn | 444 444 |
| Many weapons | 555 555 |
| Silent Kombat | 666 666 |
| Big heads | 321 321 |
| Fight in Goro's Lair (Spike Pit) | 011 011 |
| Fight in The Well (Scorpion's Stage) | 022 022 |
| Fight in Elder God's (Blue Face) stage | 033 033 |
| Fight in Tomb Stage | 044 044 |
| Fight in Rain Stage | 055 055 |
| Fight in Snake Stage | 066 066 |
| Fight in Shaolin Temple | 101 101 |
| Fight in Living Forest | 202 202 |
| Fight in Prison (Fan Stage) | 303 303 |
| Fight in Ice Pit | 313 313 |

### Alternate costumes

Press Start and any button to rotate the Select Screen pictures two times to enable each character's second costume, except for Sonya and Tanya. The select screen pictures must be rotated three times for those characters.

### Fight as Meat

Enter 'Group Mode' and successfully complete the game with all 16 characters. After this has been accomplished, select any character and begin a match. Your character will playing as Meat with all the moves of the character that was selected.

### Fight as Goro

Successfully complete the game with Shinnok. Change Shinnok's costume, then select the invisible icon at the bottom of the character selection screen. Press ⇧, ⇧, ⇧, ⇦ to highlight Shinnok's icon, then press Run + Block.

### Fight as Noob Saibot

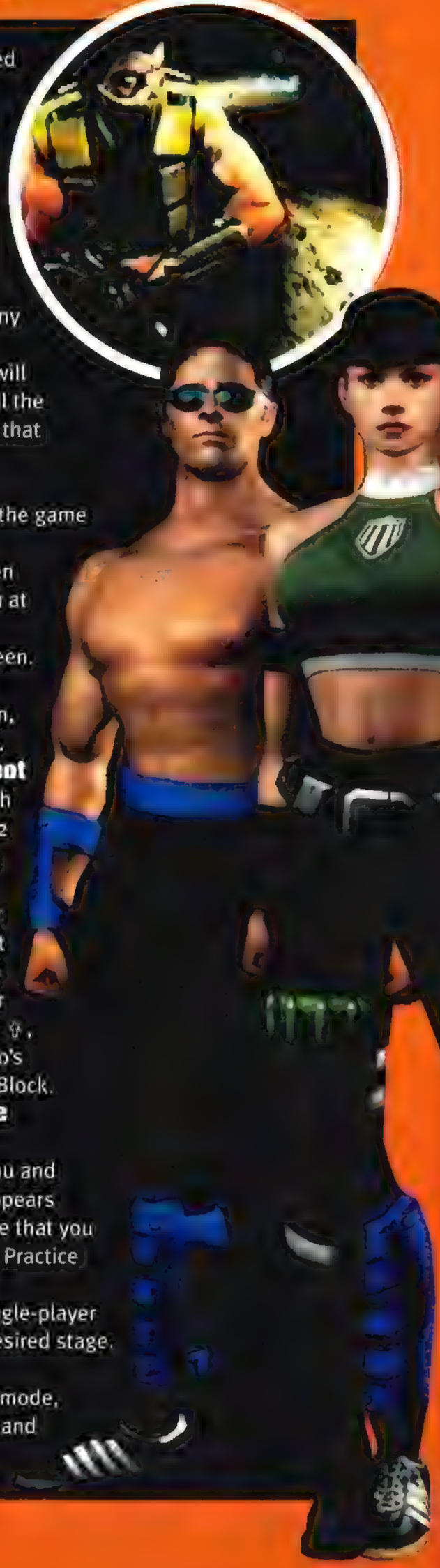
Complete the game with Reiko. Enter the 012 012 Kombat code in Versus mode. Exit this match and enter the Character Selection screen. Select the invisible icon at the bottom of the Character Selection screen. Press ⇧, ⇧, ⇦ to highlight Reiko's icon, then press Run + Block.

### Single player stage select

Enter the 'Practice' menu and select the stage that appears before the desired stage that you want to start at. Start a Practice mode match, then quit immediately. Start a single-player game to begin at the desired stage.

### Goro's bio

Enter 'Kombat Theatre' mode, highlight the 'Exit' icon and press L1.



# COLIN McRAE RALLY

## Password Cheats

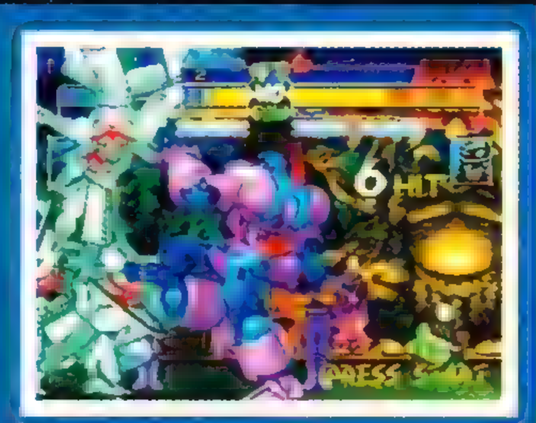
Thanks to Alan of Bexley Heath and Benjy Fryer for these top cheats. Simply enter any of the following passwords for the desired effect.

| | |
|---|---|
| BACKSEAT | Nicky Grist driving the car |
| PEASOUPER | All tracks in fog |
| BUTTONBASH | You have to repeatedly bash buttons to accelerate |
| DIRECTORCUT | You can edit the replay of your rally |
| KITCAR | Special full customised Rally Edition car |
| TROLLEY | Four-wheel steering |
| FORKLIFT | Rear-wheel steering |
| HELIUMNICK | Co-driver Nicky Grist on helium! |
| MOREOOMPH | Turbo mode |
| BLANCMANGE | Green jelly car that wobbles! |

# X-MEN: CHILDREN OF THE ATOM

**Fight in Juggernaut's stage**

Start a new game with two players, with one player using Juggernaut. Let the player controlling Juggernaut beat the other player. Have the losing player press Start. Press Start on Juggernaut's face when it appears, then have the losing player quickly press Start when the 'Space Port' stage appears.




# MONSTER RANCHER

**Unstoppable Monster**

Training the mother of all monsters To begin with, start with a Grape (Dino/Naga). Work and train the monster in just skill and strength and build up those attributes to 999. It should only take a little time, as building increases strength by 10-16 points and each training mission increases skill by 50-56 points. Once the strength-based Flame Tackle attack is available, your little fella will be unstoppable. **Note:** this monster also has a long life span.

**Bonus music track**

Play track two of the game disc in an audio CD player.

# CRIME KILLER

**Passwords**

| | |
|---|---|
| L2 | ●, ■, ×, ▲, ×, ▲, ■, ▲, ■ |
| L3 | ●, ●, ■, ×, ▲, ●, ●, ●, ●, ● |
| L4 | ●, ●, ■, ▲, ●, ●, ■, ▲, ■ |
| L5 | ▲, ●, ●, ●, ●, ●, ●, ●, ■, ▲ |
| L6 | ■, ▲, ■, ▲, ●, ■, ▲ |
| L7 | ●, ●, ●, ●, ■, ×, ▲, ●, ●, ● |
| L8 | ■, ▲, ■, ×, ▲, ■, ×, ▲, ■ |
| L9 | ×, ×, ▲, ●, ■, ×, ▲, ■, ▲, ● |
| L10 | ●, ▲, ●, ●, ■, ×, ▲, ●, ●, ● |
| L11 | ■, ▲, ■, ▲, ●, ●, ■, ▲, ■, ▲ |
| L12 | ■, ▲, ■, ▲, ■, ▲, ●, ■, ▲, ■ |
| L13 | ×, ×, ▲, ●, ●, ●, ■ |
| L14 | ×, ×, ×, ×, ▲, ●, ■, ×, ×, × |
| L15 | ×, ▲, ■, ×, ×, ▲, ●, ■, ×, ×, × |
| End | ×, ▲, ●, ■, ▲, ■, ×, ▲, ■, ▲ |

# WWF WAR ZONE US

**Play as Dude Love**

Win the IC title with Mankind

**Play as Chyna**

Win the title with Triple H

**Play as LOD**

Win the title with each Headbanger

**Play as Cactus Jack**

Win the World title with Mankind

**Fight in Wrestlemania ring**

Successfully complete Season mode. The title match will be in the Wrestlemania ring.

# DYNAMITE BOXING

**Trainer mode**

Press ⇩, ×, ⇦, ⇨, ⇦, ×, ⇩ when 'Push Start' appears at the Title screen. The sound of the crowd will confirm correct code entry. Select 'Main Event' and choose the 'New Boxer' option. Select the 'Trainer mode' option to control the boxer from the trainer's perspective.

# ROAD RASH 3D

**Hitching a ride**

Press ×, × to pop a wheelie, then keep tapping × until a car is found. Ramp over the car, then press Brake, ■. If executed correctly, your bike should be moving with the car. Cool.

Dear Station Master,
I have just bought *Nagano Winter Olympics '98* and desperately need some help.
Craig Cowley, Lancashire
**For a Gold medal in all events, press ⇧, ●, ■, ⇦, ⇨, ×, ⇧, ×, at the title screen.**

Dear Station Master,
Have you got a cheat for *Oddworld: Abe's Oddysee*? A level skip cheat please.
David Plod, Leeds
**To select any level, hold R1 and press ■, ●, ■, ▲, ●, ■, ⇦, ⇨, at the first Options screen, where Abe says "Hello."**

Dear Station Master,
I can't seem to do the A Class Licence on *Gran Turismo*. Is there any cheat that will automatically give me the A and International A class licences?
Yours Sincerely,
Andrew Brown, Market Rasen
**No, there are no cheats whatsoever for *Gran Turismo*. Learn to handle the cars and eventually you'll get maximum enjoyment from the game.**

# LATE ARRIVALS

## 2 XTREME

**Cheat option**

Enter the options screen and select 'Pad Config'. Hold R2 and press ⇨, ⇩, ⇨, ▲, ×. A sound will confirm correct code entry.

## N2O

**Water mode**

●, ×, ■, ▲, ▲, ●, ▲, ● password.

**Bonus lives**

●, ×, ×, ▲, ■, ▲, ■, ● password.

**Level select**

■, ●, ×, ▲, ▲, ×, ●, × password.

**Passwords**

| | |
|---|---|
| L3 | ●, ×, ●, ●, ■, ▲, ×, ▲ |
| L4 | ●, ●, ▲, ●, ▲, ●, ■, ■ |
| L5 | ■, ▲, ■, ▲, ■, ▲, ▲, ● |
| L6 | ■, ■, ●, ■, ▲, ×, ▲, × |
| L7 | ×, ▲, ●, ■, ×, ▲, ●, ▲ |
| L8 | ■, ●, ●, ▲, ▲, ■, ▲, ■ |
| L9 | ■, ●, ×, ▲, ■, ■, ×, ● |
| L10 | ×, ▲, ■, ●, ▲, ×, ×, × |
| L11 | ●, ■, ▲, ■, ●, ▲, ■, ▲ |
| L12 | ●, ×, ×, ×, ▲, ×, ×, ■ |
| L13 | ■, ▲, ▲, ●, ●, ×, ●, ● |
| L14 | ■, ■, ▲, ●, ●, ▲, ●, × |
| L15 | ●, ▲, ×, ■, ●, ▲, ▲, ▲ |
| L16 | ●, ■, ▲, ×, ●, ●, ●, ■ |
| L17 | ×, ●, ▲, ×, ■, ■, ■, ● |
| L18 | ●, ▲, ●, ●, ▲, ■, ■, × |

## G DARIUS

**Unlimited continues**

Accumulate over one hundred continues, then enter the Options screen. Change the 'Credit' option to 'Free Play'.

**Watch all FMV**

Highlight the 'Movie' selection on the options screen. Press ⇩, ⇧, ⇩, ⇧, then hold L1 + L2 + R1 + R2 press Start.

PLAY magazine Issue 39 1998

POWERSTATION'S PAUL MORGAN POLISHES OFF THE ULTIMATE GUIDE TO THE ULTIMATE ROAD RAGE VIDEOGAME. MOTOR RUNNING?

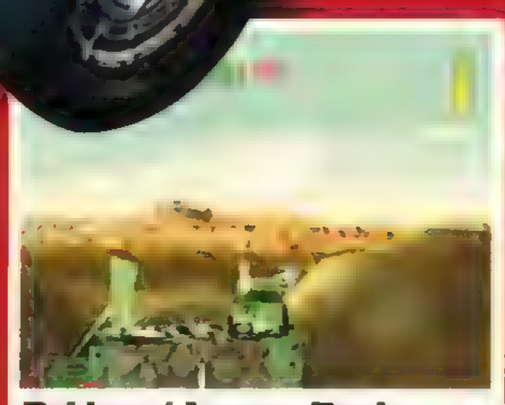
**TOP TIP** In order to climb steep hills, double tap the accelerator for short bursts of speed – this is handy for the heavier vehicles.

# VIGILANTE 8

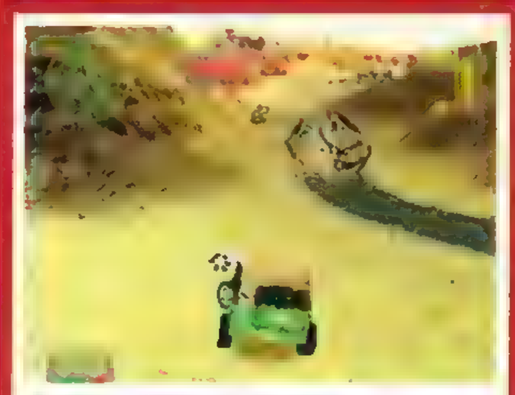
## PART TWO

### CANYONLANDS UTAH

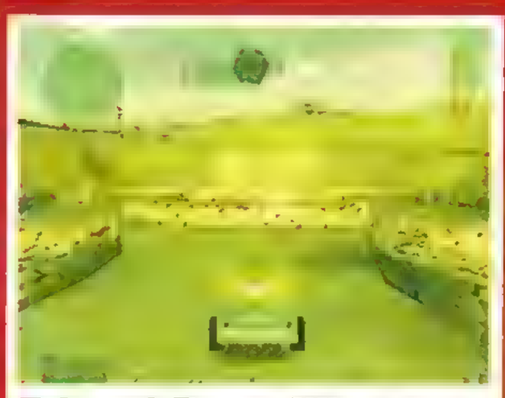
ROUTE 191, NEAR LA SAL JUNCTION, UTAH. 10:32 AM



**Bridges/Jumps: Destroy the suspension bridge and jump the gorge.**



**Falling/Destructible Boulders: Learn their placement. Then, see if you can set them off to fall onto your enemy who's in pursuit!**



**Teleport Beam: When you see these strange lights, enter and beam away...**

### HOUSTON 3 '75 PALAMINO

Special Weapon Super Fantastic Death Ray 3-AA: As well as cutting through any vehicle/object, this laser knocks power-ups off cars.

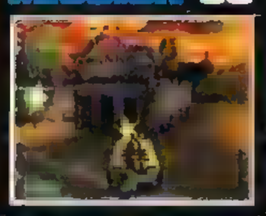
### MISSION 01

Location: Canyonlands, Utah
Story So Far: Houston-3 doesn't remember her true name, or anything else. OMAR scientists erased her memory and programmed her to do just one thing – exterminate the Vigilantes!
Destroy: Gas Station

### MISSION 02

Location: Ski Resort, Colorado
Story So Far: Sid Burn ordered Houston to assist him in taking over the Busted Hump Resort. Though something tells her she shouldn't do it, Houston obeys... Let on with the PROGRAM!
Destroy: Ski Station

### MISSION 03



Location: Ghost Town, New Mexico
Story So Far: Sid Burn is scared of Convoy, so he sends Houston to New Mexico to track him down and ice him. Yet Houston hesitates – she is curious about Convoy. Who is he?
Destroy: Bank

### MISSION 04

Location: Arizona Canyons Ahead
Story So Far: Convoy was nowhere to be found, but Vigilante show-off Slick is on Houston's trail. Houston doesn't want to fight anymore, but the voracious Slick leaves her no choice.
Destroy: Garages

## BOOGIE '76 LEPRECHAUN

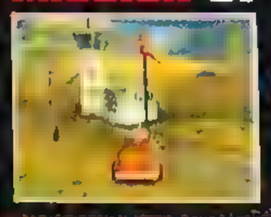
**KEY**

Yellow – Any power-up, Grey – Any

weapons or power-up, Blue – Special or any weapon one-time predetermined

weapons or power-ups are marked with 'X' colour-coded as above

### MISSION 01



Location: Aircraft Graveyard, Arizona

Story So Far: Jailbird Boogie was strutting his stuff in Phoenix when his old pal Sid called. There is a new job to do, but watch out for the Vigilantes, he said. Vigilantes? Who's that?!

Destroy: Radio Towers

### MISSION 02

### MISSION 03

Location: Casino City, Nevada

Story So Far: C'mon, the Boogie-man needs a bread! Supposedly, there is a disco dance event in Casino City. Yey! Boogie's been anxious to show off his latest moves, so... get funky!

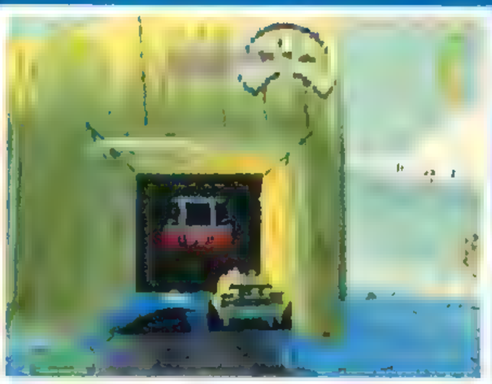
Destroy: Wedding Chapel

### MISSION 04

## SKI RESORT COLDORADO

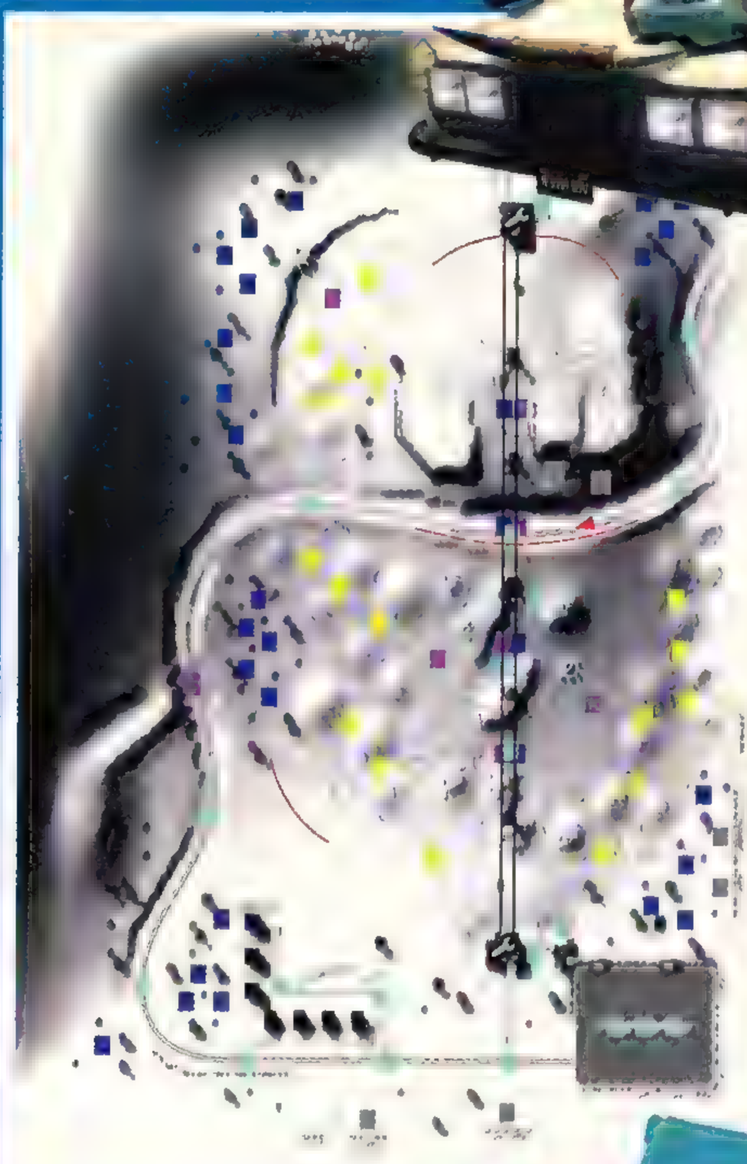
BUSTED HUMP SKI RESORT, ROCKY MOUNTAINS COLDORADO. 10:46 AM

**Snow Making Machines/Ice Patches:** Yey, it's snowing!



**Ride The Gondola:** Use the machine gun to shoot open the doors to the lift station and wait for the gondola ride.

**Avalanche:** Shoot down the trees nearest the top of the mountain (either side of lift station) to start the avalanche. Then watch every other hapless fool get snowed under!



## SECRET BASE NEVADA

ADVANCED WEAPONS RESEARCH CENTRE, SITE-4, PAPOOSE DRY LAKE, NEVADA. 3:15 PM

**Laser Turrets:** Stay away from these...

**Launching Missiles:** Drive through the HQ building to arm a silo. Then drive to the silo and manually trigger the missile by passing underneath the signal...

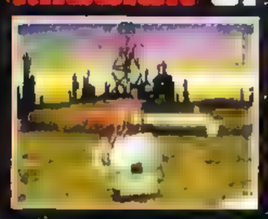
**Rotating Radar Array/Jamming:** When signalling, it will jam all weapons systems. Don't fire any tracking weapons during that time – they may come back to strike you!

**Stealth Planes Taking Off:** Knock off the ladder to make it go...

**UFO:** Check out one of the hangars to find a genuine '64 Luxo Saucer.

## BEEZWAX '70 STAG PICKUP

### MISSION 01

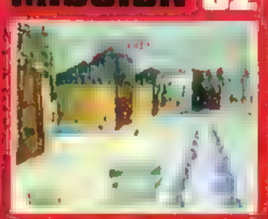


Location: Oil Fields, New Mexico

Story So Far: When Beezwax's farm was polluted with radioactive waste from a nearby government nuclear test site, Beezwax packed up and hit the road in a rage of madness...

Destroy: Oil Rigs

### MISSION 02



### MISSION 03

Location: Casino City, Nevada

Story So Far: Upon meeting Sid Burn, Beezwax is convinced that Sid is a prophet. Inspired, Beezwax sets out to unleash the wrath of his bees on the sinners of Casino City!

Destroy: Galaxy Hub Hotel & Casino

### MISSION 04

## MOLO '66 SCHOOL BUS

Speed: 5
Armour: 20
Tracking Avoidance: 6
Overall: 10

Special Weapon Oil Slick: A thick slick of oil pours out from the rear of the bus, stalling and damaging anyone behind you.

## SLY

It's rumoured that if the Vigilante missions are completed in a specific order, Dave will receive an anal probe! Of course, it is a rumour and not to be taken seriously!

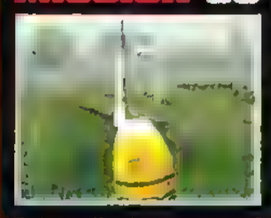
### MISSION 01

Location: Oil Fields, New Mexico
Story So Far: Gangster Sid has been Molo's hero for ever. When Molo finally arrives in New Mexico, he can't wait to meet the man! But first Molo must kick some butt...
Destroy: Oil Pumps

### MISSION 02

Location: Ghost Town, New Mexico
Story So Far: Molo's bus is unstoppable! Sid likes the crazy kid, but let's face it, the Coyotes aren't the Army. Sid turns him down, but Molo is desperate he will prove himself!
Destroy: Train Station

### MISSION 03



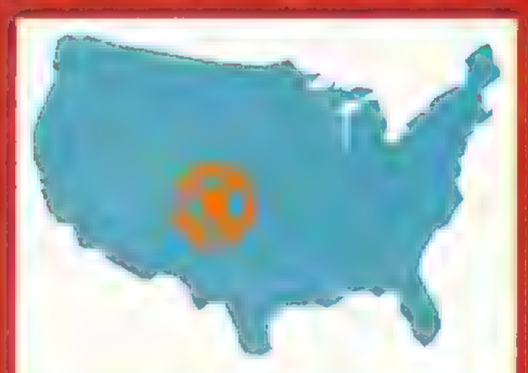
Location: Valley Farms, California
Story So Far: Not bad, but where's Sid? Supposedly, the leader took off for California. Molo decides to follow. When he finally arrives, the place is crawling with the Vigilantes!
Destroy: Windmills

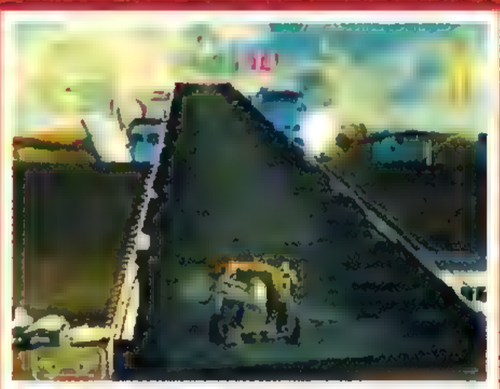
### MISSION 04

Location: Canyonlands, Utah
Story So Far: Hey, who's this rude chick on Molo's tail? Looks like Sheka, Convoy's niece, wants to play cat and mouse in the canyons. Must be Molo's lucky day! Sid will be most pleased...
Destroy: Zuni-Vista Motel

## SAND FACTORY UTAH

ANASAZI SANDWORX CO, BACON SLAB, UTAH. 6:50 PM



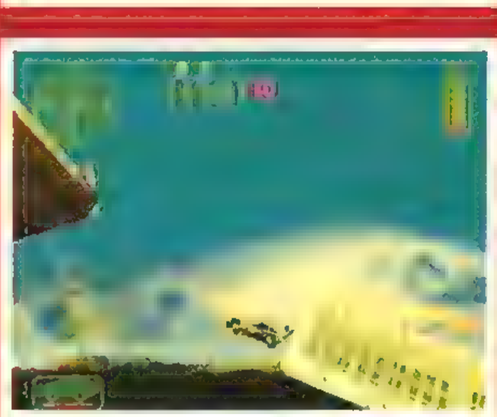


**Conveyor Belt:** Ride the belt; no purpose, just a laugh. Sort of.

**Collapsible Sand Piles:** Shoot the supports and watch 'em fall.

**Growing Sand Mound:** Watch that sand pile grow, yeah, baby YEAH!

**Elevator:** Wait for the elevator to come down, then ride it up to the top; here you'll find a special weapon to use against any unsuspecting enemy.



**Factory with Automatic Jump Chute:** Enter factory or jump off the belt.

**Be careful where you fire your weapons around this level as you may unintentionally destroy a jump chute, elevator or another means of reaching the higher rewards.**

## SID BURN '69 MANTA

Speed: 20
Armour: 11
Tracking Avoidance: 7
Overall: 13

Special Weapon Double Cannon: The double cannon can fire two ways: both burst at once or a rapid single fire when the button's held.

## SLY

It's rumoured that if you reveal 'Y' The Alien in a specific order you will open up a new level called 'Q' The Gay Aliens' Big Gay Alien Sanctuary, with a big gay alien boat ride!

### MISSION 01

Location: Casino City, Nevada
Story So Far: Hired gun Sid Burn was about to retire to Florida when the OMAR boys showed up. $100 million for doing a little burnin'?! Heck, the beaches and golf will have to wait!
Destroy: Gas Stations

### MISSION 02

Location: Canyonlands, Utah
Story So Far: Sid sent his grunts on a damage mission to Utah, only to see them return seriously thrashed by Convoy & gang! Looks like Sid will have to visit the place himself...
Destroy: Anasazi Ruins

### MISSION 03

Location: Hoover Dam, Arizona/Nevada
Story So Far: Bloody Vigilantes! Sid ought to send Houston after Convoy – that creep is making him nervous. In the meantime, Sid decides to visit the Hoover Dam and then..., burn it down!
Destroy: Power Station (oil)

### MISSION 04

Location: Oil Fields, New Mexico
Story So Far: The plan worked! Now, that Convoy is reportedly hiding somewhere in Colorado, Sid decides it is time for the clincher – destroy the largest oil refinery in the Southwest!
Destroy: Crude Oil Tanks

# WEAPONS

**For all those uptight and outta-sight battles, you're gonna need to funk up your car to the max with all the latest cool gadgets – lava lamps included.**

### Mosquito Machine Gun

This 5.56 calibre weapon comes as standard on all of the Vigilante and Coyote love machines. It comes with an unlimited supply of ammunition and has an amazing 720 rounds per minute firing rate.

### Interceptor Missiles

**Speed:** 100 mph max
**Range:** 1,200 feet
**Info:** Developed at Site-4, this homing missile is quite agile, yet its tracking accuracy is dependent on target size.

### Special #1 (Halo Decoy)

⇧, ⇧, ⇩, R2
**Cost:** Two Missiles
**Effect:** Fires a cruising hot flare (no, not a trouser leg!) to decoy enemy tracking away from the vehicle.

### Special #2 (Afterburner)

⇧, ⇧, ⇧, R2
**Cost:** Two Missiles
**Effect:** Fires one missile without detaching it, resulting in a brief burst of speed. Great for getting up to those hard-to-reach places.

### Bull's Eye Rockets

**Speed:** 120 mph
**Range:** 650 feet
**Info:** Although quite powerful, this 'home-made' rocket has limited range and no tracking ability.

### Special #1 (Road Runner)

⇧, ⇩, ⇩, R2
**Cost:** Two Rockets
**Effect:** Fires a distinct nonexplosive rocket which sticks to the target car and thrusts the vehicle out of control.

### Special #2 (Stampede)

⇧, ⇩, ⇧, R2
**Cost:** Five Rockets
**Effect:** Fires up to five rockets in swift succession.

### Sky Hammer Mortar Swivel

**Calibre:** N/A
**Range:** 1,000 feet
**Info:** Fashioned from a recovered UFO, the Sky Hammer launches an explosive charge of semi-intelligent alien matter.

### Special #1 (Turtle Turnover)

⇩, ⇩, ⇩, R2
**Cost:** Two Shells
**Effect:** Fires a nonexplosive energy charge which tends to bounce vehicles high into the air.

### Special #2 (Crater Maker)

⇩, ⇩, ⇧, R2
**Cost:** One to five Shells
**Effect:** This powerful super-shot combines a number of remaining shells into one, often making a crater.

### Bruiser Cannon

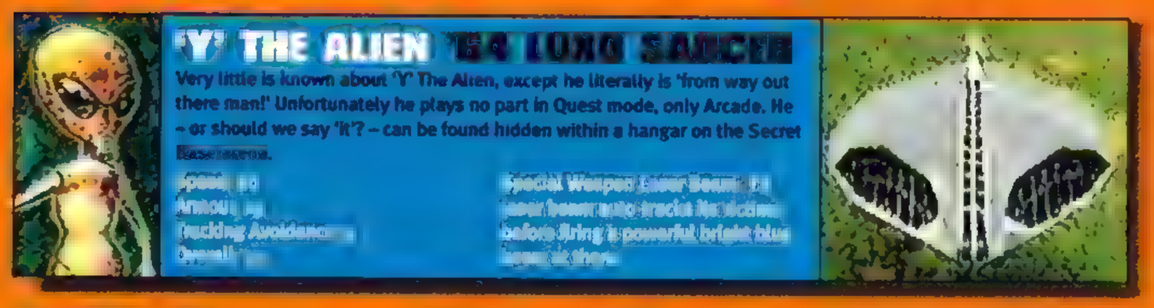
**Calibre:** 60mm
**Range:** 850 feet
**Info:** Due to its sluggish 360° auto-tracking turret, it's not very effective while on the move.

### Special #1 (Cow Puncher)

⇩, ⇧, ⇩, R2
**Cost:** Two Shells
**Effect:** Fires a nonexplosive blast, which sends the bad guys (or good guys, depending on your loyalties) rolling on impact.

### Special #2 (Buckshot)

⇩, ⇧, ⇧, R2
**Cost:** One to six Shells
**Effect:** Fires up to six shells at once. Superb.


'Y' THE ALIEN
Very little is known about 'Y' The Alien, except he literally is 'from way out there man!' Unfortunately he plays no part in Quest mode, only Arcade. He – or should we say 'it'? – can be found hidden within a hangar on the Secret

### Roadkill Mines

**Info:** Nothing much need be said about the mines... they like, detonate upon contact with the vehicles.

### Special #1 (Bear Hug)

⇦, ⇨, ⇩, R2
**Cost:** Two Mines
**Effect:** The Bear Hug (a mine retro-fitted with a gravitational force-field device) is activated automatically when a vehicle is detected within its vicinity, yanking it in. When trapped, the vehicle will be immobilised for up to five seconds.

### Special #2 (Cactus Patch)

⇦, ⇨, ⇧, R2
**Cost:** Six Mines
**Effect:** Combines all your remaining mines into one proximity multi-mine, dropping them in a single pack. The pack then ejects and scatters the mines in all directions.

# POWER-UPS

**In addition to all you hip cats kicking butt with a multitude of weapons, you can also collect some groovy power-ups to help you along...**

### Shield

This special force-field will protect your vehicle against damage for a limited time from the enemy.

### Radar Jammer

Your enemies' radar and homing devices will be jammed for a limited time.

### Weapon Upgrade

Double whammy, baby – it doubles the damage factor of any weapon fired for a limited time.

### Repair Wrench

If you get in a bit of a fix, then this cool tool will repair all partial damage.

# CRATES

**And scattered about...**

### Green Crate

Contain Special Weapons.

### Brown Crate

Surprise: contains any standard weapon or a Special Weapon.

## THIS IS THE END BEAUTIFUL FRIEND Relax, Road warrior, it's all over...

**Beezwax** Having secured two nuclear devices, Beeswax laughs himself silly at his ability to now destroy the entire free world.

**Boogie** After some seriously bad disco dancing and clothes, Boogie is arrested for crimes against fashion.

**Chassey Blue** The bottle blonde finally gets to star in her own film, though it'll probably go straight to video.

**Convoy** After three dodgy *Smokey & The Bandit* films, Convoy decides to quit his acting career for a life on the open road.

**Dave** The nerd gets the girl at the end of the game – unfortunately she's of the extraterrestrial variety.

**Houston 3** Fed up of being the female equivalent of Metal Mickey, she cuts out the chip controlling her fashion sense.

**John Torque** After paying a caseload of money for Torque's car, the new owner finds an alien in the boot.

**Loki** When he crashes a stolen UFO, Loki is mistaken for an alien and subsequently dissected by the American Air Force.

**Molo** Realising he's going to get caught for robbing the school bus, Molo trades it in.

**Sheila** Having run out of gas, she starts walking but soon gets a ride from a couple of dodgy geezers in a pick-up truck.

**Sid Burn** He steals Torque's cash, drinks his petrol, and leaves him to die a slow painful death. Why isn't he working for us!

**Slick Clyde** Having become the leader of the coyotes, Slick will now pursue roadrunnaers and fall of very high cliffs.

PLAY magazine Issue 39 1998

**POWERSTATION DO THE BUSINESS AGAIN, WITH A COMPREHENSIVE GUIDE TO BOMBERMAN'S LATEST PSX ADVENTURE...**

**TOP TIP** There are obstacles blocking your path throughout all the levels (except sub-boss & boss) many of them contain various pick-ups.

# BOMBERMAN WORLD

## WORLD 1

### PLANET FOREST AREA 1-1

**Blue Crystals: Four**

An extremely easy level to introduce those of you not already familiar with the Bomberman series. There is little on-screen scrolling and just a handful of Crystals to collect – so there's no excuse for failure. Trap your enemies between a border and a newly laid bomb (depending on mushroom layout – which is random): they will be unable to move, thus a kill is guaranteed. Once you have all four Crystals, head for the exit in the top-right corner of the screen.

### PLANET FOREST AREA 1-2

**Blue Crystals: Six**

You start the level on the left-hand side of the two wooden bridges. On either side you'll notice a tree in the middle: in it you'll find a cheeky monkey. If you get too close to the tree he'll throw banana skins down at you, which cause you to slip up and fall on your butt. The bug-eyed green enemy can swallow a bomb; however, when he does he moves a lot slower, thus causing his own imminent destruction.

There is one Blue Crystal hidden within the body of an enemy (blue top), so by blowing the bugger up you'll find the missing Crystal. Once you have all the Crystals on this side, walk across the bridge and collect the last of them on the right-hand side of the area. When you have them all, enter the exit portal.

### PLANET FOREST AREA 1-3

**Blue Crystals: Six**

Starting in the top-left area of the level, collect what Crystals are nearby and place a bomb next to the tree: this knocks the tree over, allowing you to cross over to the other side (use the Force, Luke... of the bomb, that is!) Before crossing over, though, make your way down to the section below and collect the Crystals down there.

Once the left side is clear of Crystals, make your way over the tree and into the new section. Blast all of the mushrooms in order to clear a path to the Crystals and then make your way over to the portal and exit.

### PLANET FOREST AREA 1-4

**Blue Crystals: One**

You now face your first real test: a one-on-one fight against the sub-boss of this world. With your accumulation of bombs so far, you should be more than a match for this bad guy. Attack the boss when he is in either of the four corners of the area. Place a row of bombs along and up (with the aim to trap him in), then get the hell out of there. When the creature curls up into a ball, keep out of its way; as he'll survive explosions, as well as setting off your own bombs. Once he's been caught by your own bombs the level will be complete.

### PLANET FOREST AREA 1-5

**Blue Crystals: None**

With the sub-boss defeated, it's time to take on the tree-hugging hippie that is the final boss of this world. This big plant is relatively easy to defeat. Just place a bomb either side of him in order to cause damage. Keep repeating until the big fella's dead – whilst avoiding his bombs and poison leaves. Timber! When the boss is damaged enough, the level will be complete.

## WORLD 2

### PLANET WIND AREA 2-1

**Blue Crystals: Five**

A new world and new adventures for Bomberman, yet this first area is only contained within one platform – phew! Collect the Blue Crystals – blowing up the creature in the bottom right of this level to reveal one – before heading over to the exit teleportal and ending the level.

### PLANET WIND AREA 2-2

**Blue Crystals: Six**

Before getting on the small moving platform and heading across to the next section, grab the Crystal, then use a couple of bombs to destroy the cacti to reveal an extra Bomb pick-up. Now head onto the platform. Continue down the steps – avoiding the mini tornadoes – and work your way through the obstacles (alive and dead) picking up the rest of the Crystals. Destroying certain cacti reveals pick-ups. When you have all the Crystals, make your way to the portal in the top right.

### PLANET WIND AREA 2-3

**Blue Crystals: Six**

When you first appear you'll notice a few new enemies to deal with. The first is a stack of three cacti with a huge eye on each. Fortunately for you he's usually trapped within a small section surrounded by other cacti – of the dead variety. Make your way down (collecting the Blue Crystal en route) to the small moving platform below. Ride it across to the next platform and pick up the Blue Crystals located on this section of the level.

Once you've got what you came for, get back on the small platform and head back up the next section. Make your way right – blowing up any obstacles and enemies in your path – past the exit portal and into another section. Either kill or sneak past another large cactus enemy, getting on another small moving platform.

Grab the last of the Blue Crystals on the next platform, then make your way back up towards the exit portal to complete the level.

### PLANET WIND AREA 2-4

**Blue Crystals: One**

There is only one moment when you can guarantee that this sub-boss character will be hit: this is directly after she has teleported to another location. Place a bomb near her as she begins to stop flashing (results of teleportation), then get out of the way as the explosion knocks her down a health point or two. Keep repeating until this bad girl is toast!

### PLANET WIND AREA 2-5

**Blue Crystals: None**

With the little lady out of the way, it's onto the big mamma boss for this world. This huge goofy-eyed robot is as tough as the Terminator and as powerful as Robocop; that's right, she's a lean mean enemy machine – with plenty of Girl Power to boot! Before you even consider tackling this shiny dudette, you'd better have a speed-up or two from past levels. Your bombs are usually only effective when the boss is directly over it. However, you can often hit the enemy just in front of her.

As soon as you see her whip out her shiny, sharp blades, get as far away as possible – these pointy blades can hurt, you know! Lay multiple bombs in her path as she wanders around the area. After a few hits from your bombs she'll be defeated and the level completed. Onwards Bombermen!

## WORLD 3

### PLANET FIRE AREA 3-1

**Blue Crystals: Four**

The action takes an *Indiana Jones And The Temple Of Doom* twist with the first area on this scorching world. When you place your bombs you'll have to take into consideration that the hand/glove enemies can throw them out of their path and into yours – so use the length of the explosions to your advantage. Pick up the two Crystals on this side of the lava pit. Using the coal cart and track switch, make your way over the lava pit (yeehah!) and onto the other side. Grab the last of the Crystals and exit via the teleportal.

### PLANET FIRE AREA 3-2

**Blue Crystals: Six**

Ugh! Arachnids, yikes! Although these eight-legged menaces don't look all that dangerous, they can prove to be quite annoying – as the furry little buggers throw out a web (Spiderman style) which tends to trip you up. Now, as long as you either steer clear or use a bomb (from a bigger distance), you shouldn't find them too frustrating.

Once you've collected all the Crystals for this platform, jump into the coal cart and ride it down to the lower platform. As soon as you're thrown clear of the cart, grab the last of the crystals and blow up a few of the rocks to reveal pick-ups. Now get back into the cart. When you reach the top platform, enter the exit teleportal.

### PLANET FIRE AREA 3-3

**Blue Crystals: Six**

At first, the platform seems to be free of enemies – not so, in fact one of the

## GET AHEAD

**Bonus Versus Level Enter 5656**
**Bonus Battle Level Enter 4989**
**Battle Royal Mode Enter 1616**
**Maniac Mode Enter 4622**

| PLANET FOREST | | PLANET WIND | | PLANET FIRE | | PLANET OCEAN | | PLANET BLACK | |
|---|---|---|---|---|---|---|---|---|---|
| 1-1 | 8010 | 2-1 | 0127 | 3-1 | 1027 | 4-1 | 0627 | 5-1 | 0730 |
| 1-2 | 1180 | 2-2 | 1220 | 3-2 | 2413 | 4-2 | 8818 | 5-2 | 2151 |
| 1-3 | 8086 | 2-3 | 1018 | 3-3 | 3009 | 4-3 | 3674 | 5-3 | 3562 |
| 1-4 | 2919 | 2-4 | 0804 | 3-4 | 6502 | 4-4 | 4891 | 5-4 | 3812 |
| 1-5 | 1021 | 2-5 | 0714 | 3-5 | 6809 | 4-5 | 0605 | 5-5 | 2203 |

creatures has disguised himself as a rock. (Very cunning indeed, perhaps even more cunning than a fox who recently graduated from university with a degree in Cunning!) Although he may have a good disguise at first, he is quickly spotted once he gets up for a wander around. Collect the Crystal, then get on the small moving platform up to the next platform to move on.

Watch out for the fire breathers at the top of the next platform, as their fiery breath can reach quite far – so much for Listerine! Collect the Crystals as you make your way right, towards the large rock in the top right of this upper section. Plan you path carefully towards the rock as there are a number of potholes scattered around this section; although you can walk over them once, try for a second time and you'll lose a life.

Place a bomb next to the large rock to dislodge it from its foundations and create a path down to the next platform. Head down the newly formed path and destroy the blue top to reveal a Blue Crystal. Continue towards the top right of this platform, grab the remaining crystals, and exit via the teleportal.

## PLANET FIRE AREA 3-4

**Blue Crystals: One**

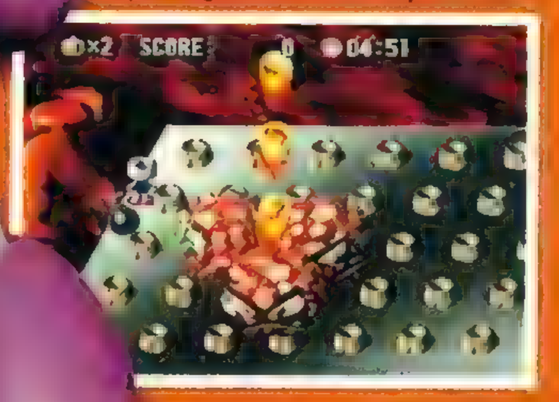
The first thing that springs to mind about this sub-boss is that he looks like an enemy of the Mighty Morphing Power Rangers – and thus he's fairly easy to kill. If you stand in one place too long (usually just a second or two) fire will come streaming out of his body in four directions: left side, front, right side and back; so just run into the furthest corner to avoid getting burnt. The time to strike is when flames start rising from the ground – he's standing still, so a quick bomb placement is in order to get rif of him.

If you have the capacity to lay a few bombs, then you should be able to catch him in between his fiery attacks. Once you've defeated the robot, Red Ranger style, you'll have completed this area and can move on.

## PLANET FIRE AREA 3-5

**Blue Crystals: None**

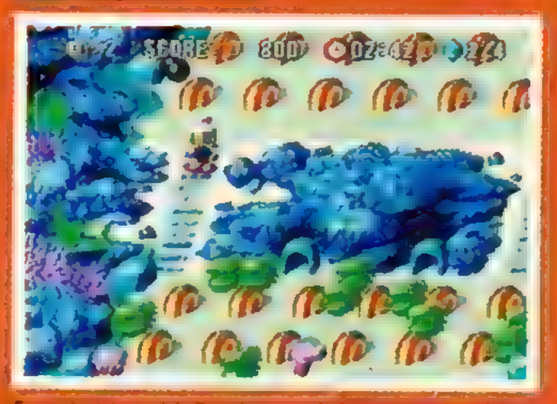
With the robot defeated, it's time to take on the boss of the Fire world – a trio of lumpy balls, all with evil grins. Unfortunately his attacks seem random – so pointing out a sure-fire way to defeat him is not an option. If you've started this level via a password, you'll begin the battle with only the very basic of weapons – namely a bomb! In order to stand a real chance of winning, you must have obtained at least one speed-up, a couple of flame power-ups, and a few extra bombs. The best time to attack is when it's firing flames up into the air: quickly lay a couple of bombs nearby, then get the hell out of there. After a few successful hits, its balls will drop and the area will be cleared.



# WORLD 4

## PLANET OCEAN AREA 4-1

**Blue Crystals: Four**



From hot to cold, Bomberman's journey takes him to the wet and wild world of Planet Ocean. Collect the Crystals scattered around the top area before journeying down to the lower ocean bed. You'll need to place bombs next to the small pipe vents in order to clear a path downwards; the resulting explosion will be felt in the lower ocean pipes, thus clearing the planet life. With the steps clear, head down to the lower area of the level and collect the remaining Crystal/s. Either avoid confrontations with enemy sea life, or use bombs to clear the area. Although the jellyfish are fairly easy to remove, the others are best avoided. With all the Crystals retrieved, make your way back up to the exit teleportal.

## PLANET OCEAN AREA 4-2

**Blue Crystals: Six**

There is a unique twist to this oceanic level; it comes in the form of a pincer pulley. If you stand in one place too long (except steps), it will pick you up and take you back to the beginning – thus the tip is to keep on the move at all times. Whilst bombing/avoiding the beetroot and small Yoda-looking creature (Mmm, in danger are you!) collect the Crystals on this first section of the level. Then walk into the tornadoes to be whisked over to the next section. Bomb the blue top to reveal a hidden Crystal, then head down the steps to the final section of this tricky level. Grab the remaining Crystals and head into the exit teleportal.

## PLANET OCEAN AREA 4-3

**Blue Crystals: Five**

A nice straightforward level before your confrontation with the sub-boss of this world. Grab the Crystals on the top section of this level – whilst bombing the swordfish, should they get in your way – then make your way down the steps to the lower area of the sea bed. You should find the switch bombs in this lower area. The big-lipped fish will only die when they're fully visible, so get ready with those switch bombs. Collect the next couple of Blue Crystals as you make your way up through the compressors (timing your run to perfection). Grab the last of the Crystals and then exit via the teleportal.

## PLANET OCEAN AREA 4-4

**Blue Crystals: One**

The only things that could cause your demise are your own bombs and foolish mistakes. This dude is surprisingly easy to defeat once you know how. There are many windows of opportunity for Bomberman to kick this guy's arse. The first is to wait for him to teleport to another area of the level (usually close by) and place a bomb as he materialises; the second is to follow him around (waiting for him to place a bomb), then immediately place one in front of him, thus trapping him. Either way takes quick reactions and good timing – and if you've made it this far, this shouldn't be a problem for you. Once the snorkel enemy is defeated, it's onto the boss of the penultimate world.

## PLANET OCEAN AREA 4-5

**Blue Crystals: None**

Yikes! A huge beast of a squid. This has to be the biggest enemy that Bomberman has had to face yet – unfortunately it's not the last. There are a number of attacks that you will skilfully need to avoid in order to win. The first comes in the shape of some small balls which are hurled from within its

tentacles; the second is a gigantic dual wave which washes away everything in its path; the third is a giant swing from one of its tentacles, swiping away your bombs – or even you! Timing is of the essence: you need to place a bomb next to it when its tentacles are lowered – whilst dodging the balls. After a few hits, the beast will fall and the level will be complete.

# WORLD 5

## PLANET BLACK AREA 5-1

**Blue Crystals: Four**

Considering how far you're into the game, this level is quite easy to complete. Simply collect the four Blue Crystals before entering the exit teleportal. By destroying the Cylon-style helmets (what, you've never seen Battlestar Galactica?) you will reveal some very handy pick-ups. A word of caution though: when bombing the little rocket ships, watch out for a delayed explosion when the ship is destroyed.

## PLANET BLACK AREA 5-2

**Blue Crystals: Five**

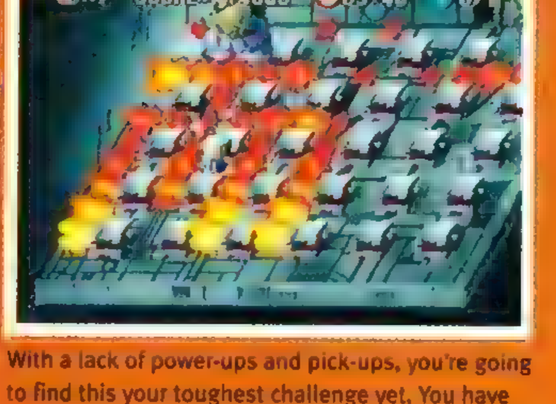
Quickly place a bomb next to the electrical machines before the blue robot can get you – this should deter that mechanical fiend, or even destroy him. Make you way up the screen and place a bomb next to the satellite switch: this will activate the satellites, enabling you to get over to the space platform on the other side. Collect all the Blue Crystals on this platform before walking under one of the satellites.

Collect the Crystals on this platform, then walk onto the grating to be transported down to the platform below. Take out the transparent versions of Bomberman before continuing – as the little buggers keep throwing mines in your direction. Use the grating to transport out of danger if necessary. Once you have the last of the crystals, beam back up to the platform and exit via the teleportal – where else?

## PLANET BLACK AREA 5-3

**Blue Crystals: Six**

The third area on this world is very similar to the last two, albeit somewhat more hectic. The blue robots have been replaced with small linked green and yellow helmets and the transparent Bombermen have vanished.



On the first section of this platform you'll need to take out the enemies and rocket launchers near your starting point. You should find a Kick Bomb pick-up – this can be used to take out foes before they get too close. One explosion will brake the link, then subsequent bombs will take out the rest.

Continue right towards the teleportal. However, before you can exit the level you must collect the rest of the Blue Crystals. Whilst avoiding/bombing the enemy, grab the Blue Crystals on this second section of the higher platform, then walk over the grating to transport down to the lower platform.

When you get down to the lower platform, the same speed and quick thinking is called for. You'll probably find it easier to destroy all traces of the enemy on this platform before collecting the rest of the crystals and transporting back up to the exit teleportal.

## PLANET BLACK AREA 5-4

**Blue Crystals: One**



With a lack of power-ups and pick-ups, you're going to find this your toughest challenge yet. You have only one hope of defeating this cloaked foe: stand directly under him when he throws out a liquid mine either side of himself; then, just as he's teleporting away, place a bomb and run. With a little of lady luck he should reappear in time to be hurt by his own bomb(s), or at least yours. With this fiend defeated, it's time for your ultimate challenge: the final boss.

## PLANET BLACK AREA 5-5

**Blue Crystals: None**

The first thought that comes to mind is: "This isn't too bad, this four-legged helmet looks quite easy." And indeed he is. Placing your bombs whilst he fires lasers from his eyes is the best, and perhaps safest, time to attack. Most other times the enormous quad-legged robotic beast will just suck your bomb into his head.

Yet your problems have only just begun. After disposing of helmet legs, you'll come up against the upper body of a giant robot. Not only this, there's lasers getting fired towards you from both sides. In order to defeat this bugger, you must first bomb the small spheres – only then will you be able to defeat the boss. Keep dodging the lasers in the process. Oh, and good luck!

# WIRED UP

INCOMING GAMES ■ LATEST REPORTS

## TOMB RAIDER III

Milking it? Expanding the genre? You decide, all we know is that the feisty adventurer is making another PlayStation appearance, and this time she's not going to just stop adorning the cover of *The Face* (isn't it about time *Playboy* took the bait?).

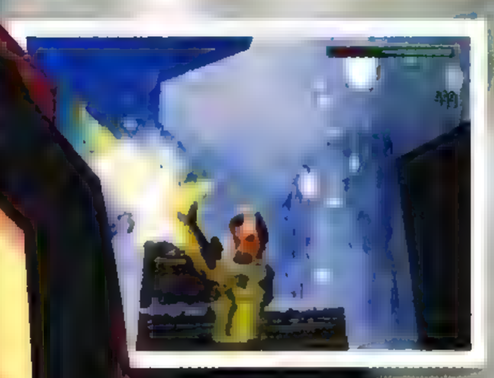
*Tomb Raider III* centres around a fallen meteorite that contains traces of an unknown material. It is later revealed that this material has the potential to multiply and alter hock genes. What? Hock genes, they are the genes which determine the make-up of living organisms. So essentially this is Lara Croft battling against genetic mutants then!

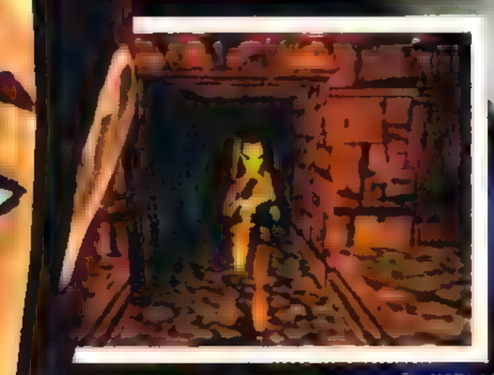
We are told that *Tomb Raider III* will feature a wealth of new features, so hopefully it should be more of a departure than the first two. The most notable difference is the switch to Hi-Res, so now the look is about as polished as it's going to get. Other improvements include smoother surfaces and architectural structures by way of a triangle effect, a greater amount of texture palettes, enhanced water effects (complete with transparent shine) a faster game engine and the support of the Dual Shock pad.

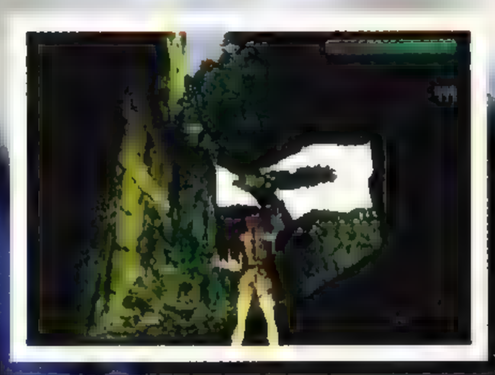
Lara herself also has a new range of moves and enhancements on her existing attributes. Added to her skills are a super dash move to allow her to sprint for a few seconds to retreat hazards, a ducking manoeuvre, monkey swing, swimming strafe, wall jump, and the ability to kick doors in – wow, a gal with attitude!

These new moves can be tied in with other moves for greater combinations, so now Lara is more nimble and better equipped than ever to tackle the perils that emerge from the moon rock. Elsewhere, cosmetic changes have been implemented to round off the fresh new look. Now players will have the luxury of various eye-candy such as leaves blowing in the wind, footsteps in the snow, descending mist and fog, the fluttering of birds, and most importantly, a new wardrobe for the buxom heroine. Jeez... we can't wait! Expect the full report as we open the top-secret Core Design overview next month.

| | |
|---|---|
| PUBLISHER: | Eidos |
| GENRE: | Action Adventure |
| PLAYERS: | 1 |
| % COMPLETE: | 60% |
| RELEASE DATE: | October '98 |



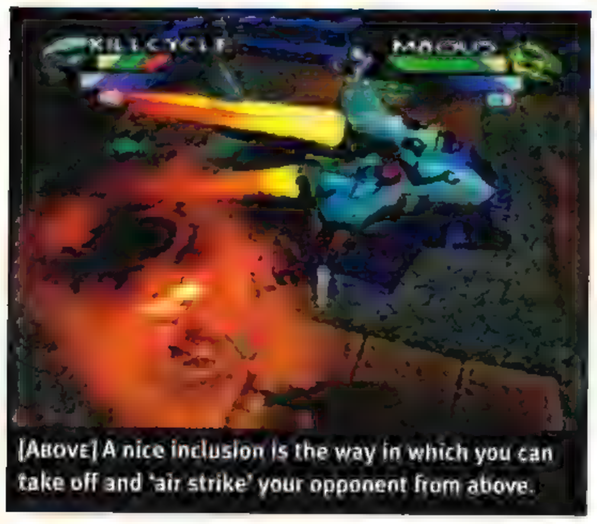




(Above) Lara gives a restless native what for! If you look closely, you can see how the empty shells are now deposited from the chamber. A nice new touch.

# IT'S GOING TO BE THE MOTHER OF ALL BATTLES

## THE UNHOLY WAR



[Above] A nice inclusion is the way in which you can take off and 'air strike' your opponent from above.

[Above] Two players can battle it out in real-time combat in a selection of varied arenas.

| | |
|---|---|
| PUBLISHER: | Eidos |
| GENRE: | Strategy/Combat |
| PLAYERS: | 1-2 |
| % COMPLETE: | 75% |
| RELEASE DATE: | October '98 |

Two races vie for supremacy in a multiplayer 3-D strategy/combat game from Eidos that merges explosive action with tactical cunning. This follows the breaking of a tenuous peace treaty based on a mutually agreed-upon rule of no inter-race bedroom Olympics lasting a thousand years (that's a long, long time to wait).

One or two players choose to play as the advanced tribe Teknos, or the native inhabitants the Arcanes. Combat, both ground and airborne, will uses the fashionable real-time system as players grapple with one of 14 'unique' characters, each with various weapon-related pros and cons.

The two-player only Combat Strategy mode allows players to take turns commanding and positioning their forces on a hexagon-based strategy map, then mash the opposing forces to a pulp in a series of one-on-one encounters. There's an option to customise your forces, varied terrain and weather conditions, and a special Survival test, where one character must survive a 12 battle onslaught to win. Developer Crystal Dynamics is still ironing out a smattering of AI quibbles as we write, but the version we've played is looking very impressive. Expect a full preview next month when we get the latest version.

# STAR STRUCK ARMAGEDDON IN THE DEPTHS OF SPACE

## STAR CONTROL 4

| | |
|---|---|
| PUBLISHER: | Electronic Arts |
| GENRE: | Action |
| PLAYERS: | 1-2 |
| % COMPLETE: | 50% |
| RELEASE DATE: | March '99 |

It may be a light-year or two until the street release, but *Star Control 4* – that stalwart of previous Mega Drive, Amiga and Atari ST incarnations has finally burst onto PlayStation and it isn't taking any prisoners. It's all about skitting about the dark stuff in spectacular and fully-modifiable ships replete with an arsenal of shiny, super-duper weapons. Single or multiplayer shenanigans are well catered for – there'll be an option to play co-operatively or competitively via split-screen – and the programmers are really going to the ends of the Earth (and beyond) to show off the lovely light-sourced 3-D polygonal wizardry.

[Above] Lush graphics and state-of-the-art combat action are promised for EA's *Colony Wars* beater.

Starting out as a petrified rookie, you must choose from a clutch of races and make your way up the ranks by dishing out the 'good news' to rival alliances. To put the icing on this tasty-looking space cake, EA reckons there's at least forty hours of gameplay waiting and a variable storyline full of twists and turns. But will it be better than *Colony Wars Vengeance*? That's what we want to know.

### ISS PRO '98

PROBABLY THE BEST FOOTBALL GAME AROUND IS GETTING AN OFFICIAL RELEASE VERY SOON. HAVING REVIEWED THE IMPORT VERSION, WE HAVE NOW PLAYED THE PAL GAME AND THERE IS HARDLY ANY DIFFERENCE. THE SPEED IS STILL RACEY ENOUGH AND THE GRAPHICS ARE STILL AS AWESOME. DEFINITELY ONE TO LOOK OUT FOR, EVEN IF IT DOES FEATURE THE INTERNATIONAL TEAMS YOU'D RATHER FORGET.

### MASTER OF MONSTERS

ASCII ENTERTAINMENT CONTINUES ITS STEADY EMERGENCE INTO THE SOFTWARE MARKET WITH THIS TURN-BASED STRATEGY GAME FEATURING MONSTERS CREATED YOURSELF. *MASTER OF MONSTER: DISCIPLES OF GAIA* IS A CONVERSION OF THE OLD 16-BIT GAME AND WILL BOAST A HOST UP 32-BIT UPGRADES INCLUDING OVER 40 MAPS, FOUR PLAYERS AND FULL 3-D BATTLES.

### DODGEM ARENA

*DEAD BALL ZONE* RECENTLY SHOWED THAT THERE IS LIFE AFTER *SPEEDBALL 2* FOR THE FUTURISTIC SPORTS GAME GENRE. AND NOW NEWCOMER, BLACK FRIAR, IS HOPING TO TAKE THINGS A STEP FURTHER. THE GAME IS A FOUR-PLAYER BATTLE WHEREBY PUCKS HAVE TO BE SHOT INTO GOALS SITUATED IN 11 DIFFERENT ARENAS. THE TWIST – YOU HAVE TO DO IT IN HOVERING DODGEM CARS!

## BUST-A-GROOVE

THIS WAS REVIEWED UNDER THE GUISE OF *BUST-A-MOVE* SEVERAL MONTHS AGO, AND THE DISCO MONDO BABIES AT PLAY FELL HOOK, LINE AND SINKER FOR THE DYNAMIC DANCING ACTION. NOW SONY IS RELEASING IT OFFICIALLY IN OCTOBER AND IT LOOKS SET TO RETAIN EVERY OUNCE OF PLAYABILITY FROM THE JAPANESE VERSION. EXPECT A FULL UPDATED REVIEW NEXT MONTH.

## BEAVIS & BUTT-HEAD

EXPECT 'THWACKING-OFF IN TOOLSHEDS' APLENTY AS THE GIGGLING GOONS 'DO' THE PLAYSTATION. THE GAME IS BEING RELEASED IN AMERICA THANKS TO GT INTERACTIVE, BUT IT STILL ISN'T KNOWN IF IT WILL APPEAR IN THIS COUNTRY. YOU CAN CONTROL EITHER ADOLESCENT AND MUST EXPLORE THE TOWN SOLVING PUZZLES AND GETTING UP TO ALL KINDS OF RAT-FRYING EXPLOITS. WILL IT ROCK OR WILL IT SUCK?

## SYPHON FILTER

A MAJOR BIOLOGICAL DISASTER NEEDS AVERTING AND THE SAFETY OF THE WORLD RESTS IN YOUR HANDS... STUFF THAT, WE'RE OFF DOWN THE PUB! *SYPHON FILTER* IS A ACTION ADVENTURE GAME FEATURING 16 LEVELS SET AGAINST SEVEN WORLDS. THE IDEA IS TO TAKE ON THE ENEMY WITH A WIDE ASSORTMENT OF WEAPONS AND PREVENT A BAND OF ECO-TERRORISTS (PROBABLY LED BY MARCUS FROM *BROOKSIDE*) FROM POLLUTING THE ATMOSPHERE WITH THE DREADED SYPHON FILTER VIRUS. THE GAME LOOKS SLIGHTLY SIMILAR TO *METAL GEAR SOLID*, WHICH CAN'T BE A BAD THING. SOUNDS GRIPPING.



# CLINK! CLUNK! ROBOTS ON THE RAMPAGE

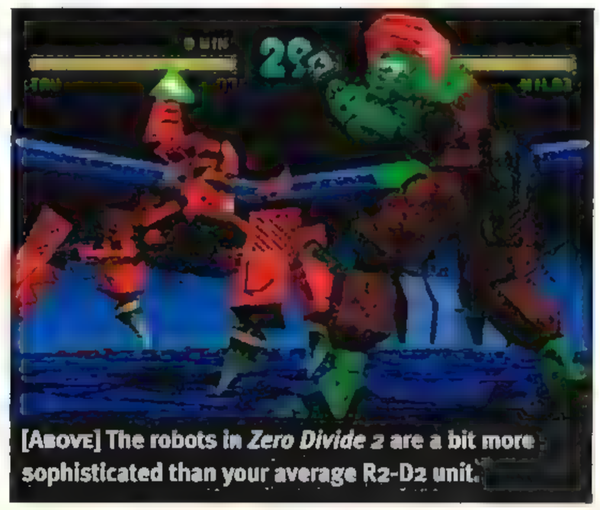
# ZERO DIVIDE 2

When the PlayStation was born, there were three beat-'em-ups within short succession. The first was *Battle Arena Toshinden*, and the third was *Tekken*... what was the second? Why, *Zero Divide* of course, and it was rubbish.

*Rise of The Robots* proved that vast clumsy robots weren't ideal fodder for a decent beat-'em-up, and *Zero Divide* didn't helps things much. But developer Zoom has certainly had plenty of time to iron out the faults of the first game.

*Zero Divide 2* centres around XTAL, a corporation that has taken control of the world's computer networks. Now a whole host of specially designed combat droids are gathering in the wings to battle against XTAL and regain control. Each robot (ten in all) has its own specially programmed combos, moves and weapons with which to do the deed and the game will run at 50 frames per second. So it looks the part and talks the talk, but how does it play? Unfortunately you'll have to wait until our heavy-duty review next issue to find that one out.

| | |
|---|---|
| PUBLISHER: | Sony |
| GENRE: | Beat-'em-up |
| PLAYERS: | 1-2 |
| % COMPLETE: | 80% |
| RELEASE DATE: | October '98 |



[ABOVE] The robots in *Zero Divide 2* are a bit more sophisticated than your average R2-D2 unit.

# "WE COME IN PEACE. SHOOT TO KILL!"

# B-MOVIE

Those pesky little green critters, the Martians, are swarming around our skies in flying saucers, probing cattle, abducting scientists and making strange gurgling noises. The emphasis in GT's furious airborne shoot-'em-up is geared towards mass destruction, but developer King Of The Jungle has concentrated on recreating an authentic Fifties feel, with a soundtrack licensed to approximately every alien invader movie in existence. As you take to the skies you'll need to keep a bug-eye on the ground too, positioning Military units and remote gun turrets to shield the nearby towns and villages. *B-Movie* runs at an astonishing 60 fps – with no slowdown. Gameplay promises to be spectacular with huge, city-atomising explosions. Players can access new ships, technology and weapons by rescuing stranded scientists, who'll regularly upgrade everything. A gentle learning curve introducing some of the more strategic elements is already in there and some advanced AI routines for alien craft based on various factors, including the state of the map and player progress are been put in as we write.

| | |
|---|---|
| PUBLISHER: | GT Interactive |
| GENRE: | Arcade Action |
| PLAYERS: | 1 |
| % COMPLETE: | 85% |
| RELEASE DATE: | September '98 |

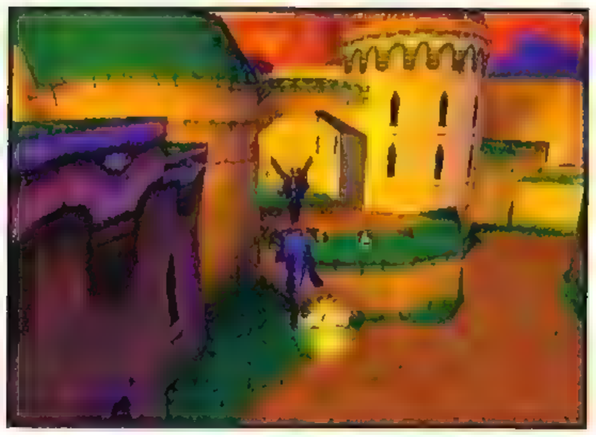
# NOT EVERY DRAGON'S CALLED PUFF, YOU KNOW?

## SPYRO THE DRAGON

| | |
|---|---|
| PUBLISHER: | Sony |
| GENRE: | Platform |
| PLAYERS: | 1 |
| % COMPLETE: | 70% |
| RELEASE DATE: | December '98 |

Why are the hardened brutes at PLAY giving so much coverage to a game starring a purple dragon that oozes cuteness out of every scaled pore? Maybe because it's good for a start.

We have been eagerly beavering away at an updated version of the game since our workstation last month. This version at least has a save option that was frustratingly lacking before. Now whenever you want to record your progress, a fairy pops out of the pedestals of rescued dragons and gives you the options. There are also more levels in place, and although we were dubious about the lasting challenge before, the game does actually get quite hard after a short while... so it's not just child's play, okay!



Apart from rescuing fellow dragons imprisoned in ice by Gnorc the Gnasty, Spyro's focus is also poised on exploration. The long winding levels are huge and take plenty of free-roaming if you are to uncover the game's many secrets – not least the brilliant bonus levels that has Spyro gliding around *Pilot Wings*-style.

The game is filled with tasty treats and little touches that would win over the hearts of any would-be dragon slayer, and we'll have a review very soon.

# ALL RISE FOR A SAVAGE ZOMBIE SLAUGHTER-FEAST!

## SHADOWMAN

| | |
|---|---|
| PUBLISHER: | Acclaim |
| GENRE: | 3-D Action/Adventure |
| PLAYERS: | 1 |
| % COMPLETE: | 40% |
| RELEASE DATE: | First Quarter '99 |

[Above] Right, so the serial killer does something strange with heads, that much we know!

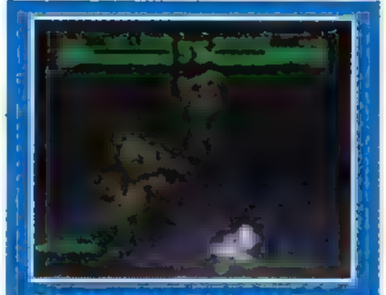
Following the relatively luke-warm reception for *Batman & Robin*, Acclaim is looking to conjure-up some black magic with a super-scary giblet-fest based upon its titular comic series.

*Shadowman* is a psychological voodoo horror romp played from a third-person perspective and if you thought *Resident Evil 2* brought on bouts of incontinence, you ain't seen nothing yet! Playing Mike LeRoi, a hitman harbouring a voodoo curse which turns him into the *Shadowman*, you stalk the twilight world of the undead, hunting serial killers and a host of other twisted undesirables with conventional and magically-enhanced flesh-wasting weapons including .50 Desert Eagle, the Violator, the Shadowgun, the Flambeau (whatever that is) and a host of others. Featuring multiple controllable views and some of the eeriest settings this side of Freddy Kruger's nightmares, the VISTA (Virtually Integrated Scenic Terrain) game engine creates 'huge atmospheric environments' and an extensive horizon that allows player to travel to any visible location in the distance. Complex puzzles, decapitated corpses and intensely morose music from an (as yet) undisclosed source set to make *Shadowman* a game that really grabs you by the throat... and then rip it out.

[Above] The hunt for the deranged killer is on, but what makes you think he went this way dude?

[Above] Mike LeRoi is not the sort of person you'd like to meet down a dark alley late at night.

## BIO FREAKS



BLOODTHIRSTY FIGHTING GAMES FROM THE *MORTAL KOMBAT* MOULD ARE STILL SURPRISINGLY POPULAR, AND HOT ON THE HEELS OF THE LATEST 3-D *MK* GAME COMES *BIO FREAKS*, ALSO FROM GT INTERACTIVE. THE GAME PLAYS ON THE 'SHOCK FACTOR TACTIC AND FEATURES BIG GUNS, SEVERED LIMBS AND LASHINGS UPON LASHINGS OF BLOOD. IT PLAYS PRETTY WELL TOO! EXPECT MORE ON THIS IN THE NEAR FUTURE...

## COOL BOARDERS 3

NOW THAT SUMMER IS NEARLY AT AN END, IT'S TIME TO LOOK AHEAD TO THE CHILLY SEASON AND ALL THINGS ASSOCIATED WITH IT... LIKE SNOWBOARDING PERHAPS. FOR THOSE OF YOU UNABLE TO TAKE TO THE SLOPES THIS WINTER, *COOL BOARDERS 3* FROM SONY SHOULD HOLD OFF ANY 'COLD TURKEY' WITHDRAWAL SYMPTOMS FOR A WHILE. A WHOLE NEW ENGINE AND 36 DIFFERENT COURSES SHOULD KEEP YOU BUSY FOR A WHILE.

## LIBERO GRANDE

IT'S TAKEN A LONG TIME, BUT SONY IS FINALLY SET TO RELEASE THE FIRST OFFICIAL PLAYSTATION FOOTBALL GAME IN NAMCO'S ARCADE HIT, *LIBERO GRANDE*. UNLIKE MOST CONVENTIONAL FOOTIE GAMES, YOU ONLY CONTROL ONE OF THE PLAYERS DURING THE MATCHES (YOU DECIDE WHICH) AND SO ARE LIMITED TO HOW MUCH ACTION YOU SEE. THIS GIVES IT MUCH MORE OF A SIMULATION FEEL THOUGH AND IS PERHAPS MORE LIKE THE REAL SPORT THAN ANYTHING WE'VE EVER SEEN ON A CONSOLE BEFORE. SHOULD PROVE TO BE VERY INTERESTING, ESPECIALLY AS EVERYONE WILL GO UP-FRONT!

## CRISIS BEAT

Apart from *Fighting Force*, scrolling beat-'em-ups have been in short supply of late... until now. Set on a hijacked ocean liner, *Crisis Beat* from Bandai is a simultaneous four-player pile-up of *Die Hard* proportions. The idea is to smash your way through the baddies and seize back control of the vessel. It looks much better than *FF* with a lot more moves and depth. Could be a winner.

## REAL BOUT: FATAL FURY DOMINATED MIND

The 'other' fighting game from the *Street Fighter* era is back in its very first all-new PlayStation outing. The feature whereby your character could jump in and out of the screen has now been scrapped in favour of a more conventional approach, but there are enough fancy features and explosive special moves on offer to keep fans eager.

## BOMBERMAN RACE

After the success of *Mario Kart* and *Diddy Kong Racing* on the lesser console, it was only a matter of time until someone had the idea of creating a PlayStation competitor featuring established video game characters... and whom better than the Bomberman? Little is known at present, but expect explosive track duelling and bomb-related power-ups.

# YOU WANT TO GET SOME ICE ON THAT MATE!

# VICTORY BOXING 2

The 'page 3' stunners are striping off to boot-lace bikinis, the hot-dog-munching fat-cats are busy filling into the auditorium fanning themselves with over-priced programs, and the faint tones of *Eye of the Tiger* start to pound in the background... it can only mean one thing, the return of *Victory Boxing*!

It's been a year and a half since the very first, and to this day the only, boxing game to be granted a PAL release on PlayStation first declared 'seconds out'. But now two more are set to come to blows for the coveted championship belt. First there's *Knockout Kings* from EA, and then *Victory Boxing 2* from JVC, a company still eager to snatch that elusive 'killer' title to establish it as a driving force in the video game market.

*Victory Boxing 2* is quite a departure from the first. For a start the actual fighting system has been given a face-lift and now boasts a new super-smooth combo system whereby streams of punches can be linked together by merely pressing the button repeatedly. Obviously, this takes some of the strategy out of the gameplay, but if it's electric flurries you're after instead of sluggish hit or be hit rounds then *VB2* at least injects new excitement into things.

There are loads of new characters to use as well. This lot are much more diverse than before and feature a greater array of fighting styles. Their appearances vary greatly as well, so you should be able to find a character to use that bears a similar likeness to yourself, except for being about 50 pounds heavier with a body that looks like nuts stuffed in a rubber Johnny!

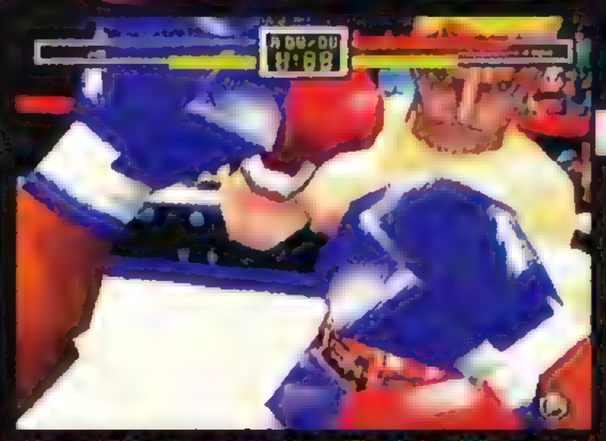
The game is brimming with swanky new special effects. When you get punched square in the face, the screen flashes red to signify the impact, and the whole thing works superbly with the Dual Shock pad as well.

The facility to create your own boxer has been sadly removed, but to even things up there are now more ranks for you to battle your way up through.

Work still needs to be done on the front end of the game to tidy things up, but boxing fans should start gathering their pennies because there is little doubt in our mind that *Victory Boxing 2* is going to be crowned champion come judgement time.

Catch a ring-side seat for the full review in next month's Play.

[Above] You need to utilise your guard more in this sequel in order to prevent taking a severe beating.



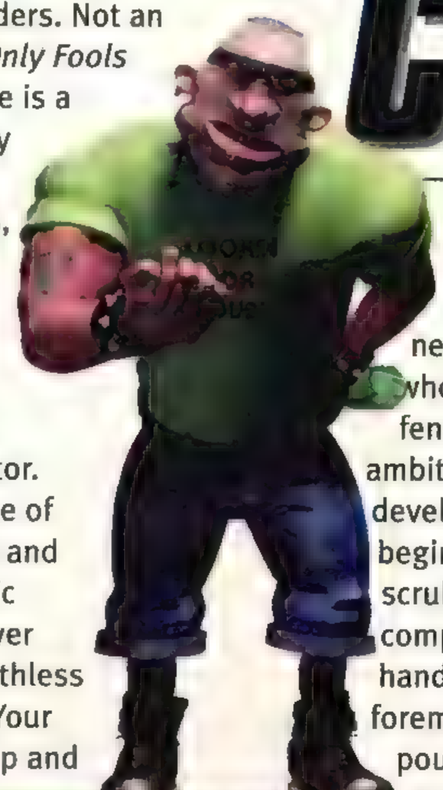
[Above] This character is Dave 'The Animal' Perry and we pummelled him. Catch the extent next month.

| | |
|---|---|
| PUBLISHER: | JVC |
| GENRE: | Boxing Sim |
| PLAYERS: | 1-2 |
| % COMPLETE: | 80% |
| RELEASE DATE: | September '98 |

# WHEELER DEALER MAYHEM HITS YOUR CONSOLE

# CONSTRUCTOR

Corruption, dodgy deals and cowboy builders. Not an episode of *Only Fools and Horses*, but there is a connection, strangely enough. Voice of 'Boycie', John Challis, is providing the disgustingly dishonest narration in Acclaim's empire-building, resource management simulator. Mixing a healthy dose of character interaction and humour with strategic competition, the player takes the role of a ruthless property developer. Your sole aim is to build up and manage resources, properties and keep a close eye on the needs of the poor saps who live there, whilst fending off the equally ambitious rival development firms. You begin with a fetid piece of scrubland to house company headquarters, a handful of workers, foremen, repairmen and a poultry sum of money to put up a few buildings.

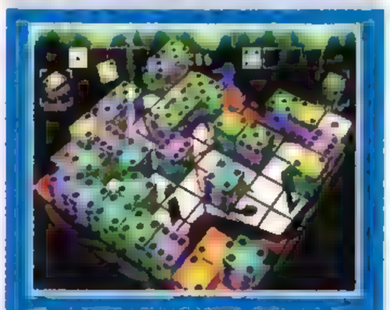


[Above] This John Lennon lookalike moves into a hippie commune! It's up to you how you treat him.

There'll be five modes of play including: Financial (generate as much dosh as possible), Ego Mania (build every structure in the world), World Domination (own the entire world by establishing one building in every territory) and Utopian State (keep the masses happy). Constructor should offer the kind of depth usually reserved for PC scientists, but keeps the fun-o-meter topped up in the process. Any game that lets you evict undesirable tenants sounds fun to us. We'll keep our hard-hats on until the foundations of the full review are set in concrete.

| | |
|---|---|
| PUBLISHER: | Acclaim |
| GENRE: | Strategy |
| PLAYERS: | 1 |
| % COMPLETE: | 65% |
| RELEASE DATE: | October '98 |

## DEVIL DICE



SONY CONTINUES ITS TREND OF RELEASING "FAR OUT" GAMES WITH THE IMMINENT RELEASE OF THIS JAPANESE IMPORT. THE GAME HAS ALREADY BEEN HAILED AS A BIT OF A CLASSIC ON THE OTHER SIDE OF THE ATLANTIC FOR ITS PUZZLE MERITS, AND IT LOOKS SET TO ENJOY SIMILAR ACCLAIM OVER HERE. THE IDEA IS TO ELIMINATE THE DICE BY MATCHING PAIRS OF NUMBERS. SIMPLE, BUT APPARENTLY VERY EFFECTIVE.

## CRASH 3: WARPED

SINCE OUR WORKSTATION LAST ISSUE, SOME OTHER DETAILS HAVE COME TO LIGHT ABOUT THIS PLATFORM SEQUEL, NAMELY SOME OF CRASH'S ER, WARPED, MODES OF TRANSPORT. FOR A START, HE CAN RIDE ON A MOTORBIKE, TAKE TO THE SKIES IN WWI STYLE BI-PLANES AND EVEN PERFORM RIP-ROARING STUNTS ON A JET-SKI. THE LATTER FEATURE IS SAID TO BETTER THAN *WAVE RAVE 64*. HOW CAN WE POSSIBLE WAIT?

## SHAO LIN

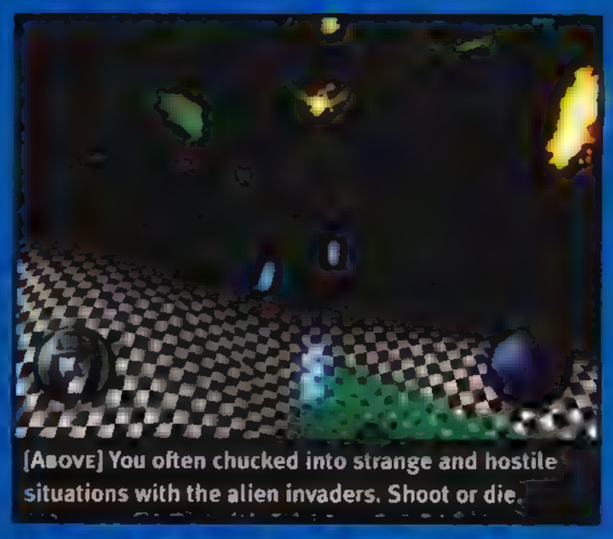
WE HAVE COVERED THIS GAME MANY TIMES IN SNIPPET FORM, BUT WE STILL HAVEN'T RECEIVED ANY PLAYABLE CODE. THE GAME IS A SIMULTANEOUS FOUR-PLAYER BEAT-'EM-UP WHEREBY THE LAST PERSON STANDING WINS. WITH COMPETITION COMING IN THE FORM OF THE GRIZZLY *THRILL KILL*, IT WILL BE INTERESTING TO SEE HOW THEY COMPARE.

# THE CHANCES OF ANYTHING COMING FROM MARS...

# V2000

Older gamers may recall the legendary exploits of programming guru, David Braben. he did create *Elite* after all! Now the man is back and on the verge of completing his latest masterpiece – *V2000*.

The game is the follow-up to *Virus*, also a Braben creation and centres around an alien invasion. These unscrupulous Martians are hell bent on polluting our habitat as they search for a new world to dwell in. *V2000* is based over six different worlds (Green, Underwater, Rock, Ice, Swamp and Alien) and you have to battle to keep the aliens at bay and stop their vile virus from spreading. To do this, whatever resources the worlds have to offer must be used to your advantage, be it weaponry or simply the terrain. The panic-stricken folk that already inhabit the worlds will also be only too happy to help out, provided you save their hides in return.



[Above] You often chucked into strange and hostile situations with the alien invaders. Shoot or die.

Due to the scale of the invasion, you have to fulfil your missions against a very strict time limit. If you manage to clear the current world of alien activity within this limit, you'll be rewarded with parts for a more advanced craft that's bound to come in handy later as the aliens get more and more relentless. Your craft, a kind of dual-purpose futuristic landspeeder can be use to fly at great heights and attack from above, or to hug the landscape and tackle things from the ground. And just in case you were wondering where the 'strategy' elements creep into this seemingly standard issue 3-D shoot-'em-up, we promised plenty of puzzle solving along the way to make the battles more one-sided in your favour.

[Above] The worlds pose different threats, not least from the different terrain that affects your craft.

| | |
|---|---|
| PUBLISHER: | Grolier Interactive |
| GENRE: | Action/Strategy |
| PLAYERS: | 1 |
| % COMPLETE: | 75% |
| RELEASE DATE: | October '98 |

# arena

**GAMEPLAY, THE OFFICIAL SPONSOR OF ARENA, HAS UPPED THE STAKES AND IS AWARDING A VOUCHER FOR £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS, OR EMAIL US AT: PLAY@PARAGON.CO.UK.**

## HEART TO HEART

Dear PLAY,

On the way to work every morning, I can't stop laughing. Won the pools? No. Leg over Lindsay from Brookside? No. Fulfilling job? No ******* way. The reason for my chipper face every morning is the bus stop opposite my flat where a proud banner boasts the availability of Ocean's long awaited *Heart Of Darkness*. I mean, really, you've got to laugh. Mind you, if you're some sap who bought the game, based on years of salivating previews and promises of next generation brilliance, you're probably feeling pretty damn sad, because, as you'll now know, the next generation Ocean have delivered is a retro next generation, from the Amiga, actually, circa '89. Slick graphics, laughable play mechanics, brainless, frustrating, pointless action... where to stop? And they released this? Well, software houses can't be expected to do the right thing, and after six squillion quid development costs, they were hardly likely to call it a day and just bury the turkey, but PLAY, my favourite independent magazine give the damned thing 81%? Is this a retro scoring system too? Surely you mean it would have received 81% in '95? Go on, admit it, you were joking. Or confess you've got shares in Ocean...

**Shaun Stevens, Near The Bus Stop**

**You don't trust us, Shaun? Sure *HOD* took ages to arrive, and in many ways it could never live up to the immense hype of so many years skulking in the wilderness, but there were many aspects that made it a decent game. For a start the graphics, although not now state-of-the-art, are lavish and detailed. The plot is intriguing and well thought-out, and some of the puzzles are cunning in the extreme. It was too easy though, and this was the main area in which the overall score suffered. If you play the game you may see our point.**

**"THE NEXT GENERATION OCEAN HAVE DELIVERED WITH *HEART OF DARKNESS* IS A RETRO NEXT GENERATION FROM THE AMIGA, CIRCA '89..." SHAUN STEV**

## TV & GT

Dear PLAY,

Great magazine a[illegible] that. Right then, formalities out [illegible] a couple of [illegible]. After [illegible]g issue 37 I feel I should [illegible]cky White ('Return To Send[illegible] and oth[illegible]

**[Above] You know, people actually dressed like this around the time *Heart Of Darkness* was conceived.**

disillusioned PLAY readers of a programme called *Cybernet* which is on at about four in the morning on Thursdays and repeated on Sundays. It's full of reviews, mostly of PSX games with a few for the PC. A recent edition featured a report from the E3 show boasting some excellent in-game footage of *Metal Gear Solid*, *Tomb Raider 3*, *Tekken 3* and so on. Thankfully there are none of the dodgy challenges or Gamesmaster Golden Joysticks of old. I can't understand why a program on such a popular hobby, with great appeal, is screened at such an ungodly hour.

**2.** Although I think *Gran Turismo* is the greatest ever racing game, I do have a couple of criticisms of it. After a short while playing, it's pretty obvious that the best cars are the 4WD models. They are the fastest and best handling. So why have so many cars, most of which you'll never use? Also, why have so many second-hand cars, when you'll only ever need one to get you started? Surely this is just a gimmick. Could the extra time and space this took not have been better spent by adding a couple of extra tracks? Another criticism is that the game is far too easy. In fact, the only difficulty I've ever had was in obtaining the International A licence, but even that didn't take long. You could say, "Why not use a less powerful car, not 4WD perhaps," but surely this would defeat the purpose of the game – to buy and upgrade the best possible car.
**Gareth McCune, Co Antrim**

**Thanks for bringing Cybernet to our attention. Although we are aware of it, most of us are either snoozing or legless when it's on (we haven't quite mastered our VCRs yet you see!) In fact Ryan recently went to America with Matt the producer (and returned with a few tales to tell!)**

**Regarding *Gran Turismo*, the best car in the world isn't necessarily the most powerful. The look, handling and sound of a car are all factors too, so it's immensely good fun to hum around in a used Trueno if you have a soft spot for it. Having the choice to drive dozens of modern classics purely for the fun of it beats a couple of extra tracks any day.**

## PRIZE WINNER

Firstly I'd like to congratulate you on your current format, your informative reviews and your 'no bullsh*t' policy. Mainly I have written to you to glean your opinion about a couple of things.

At the moment I feel that PlayStation development companies are not getting enough feedback from the public. They would obviously know if a game they had developed was of low quality if it failed to sell, but unfortunately even games which are of poor quality, or have been rushed for a winter release sell loads of copies due to misleading hype generated by the publishing companies. I mean, *World Cup '98* is essentially *FIFA '98* with a few added bits and bobs.

There should be consumer surveys so that games can be designed for the most important people, us. Right now, companies are constantly bringing out the same beat-'em-ups and race games.

Surely the future of our magnificent console cannot rely solely on the *Tekkens* and *Gran Turismos*. Fresh games like *GTA*, which commanded publicity because of its subject matter but also the fact that it was a great idea, are the way to go. *GTA* is one of many new, mature and overall innovative games that has graced the trend-setting PlayStation, but what I'm trying to say is please, please don't let it be the last.

What do you think of a game like *C&C Red Alert* but with a *Star Wars* license? It could be brilliant. And at last you could beat the crap out of the poncy Rebellion and crush a few Ewoks in your At-At walker.

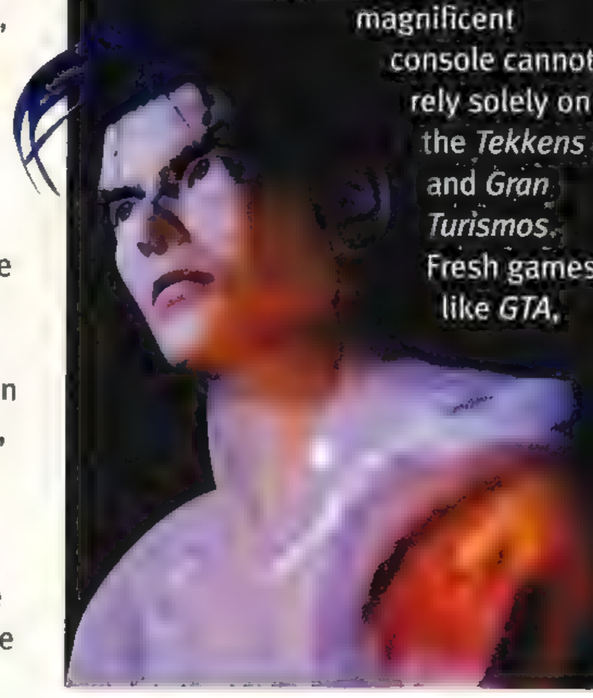
Thanks very much for your time,
**Ryan Waldron, West Midlands**

**PS** – My girlfriend wants you to print pictures of yourselves. Please do it, she's desperate!

## FOR THE PEOPLE

**Developers could benefit immensely by getting opinions on their games as they are being produced. What tends to happen is that a group of men shut themselves away from the world for a year, then emerge with a finished game and ask if everyone likes it. Those inlay card surveys that come with many games aren't as much help as they could be either. Asking which you enjoy most out of racing, fighting and shooting titles is hardly going to radically shape the forthcoming batch of software each year. The best thing you can do at the moment is tell developers what you want in these very pages! Get scribbling!**

**PS – That's not a good idea. You might find her kids look a lot like us.**



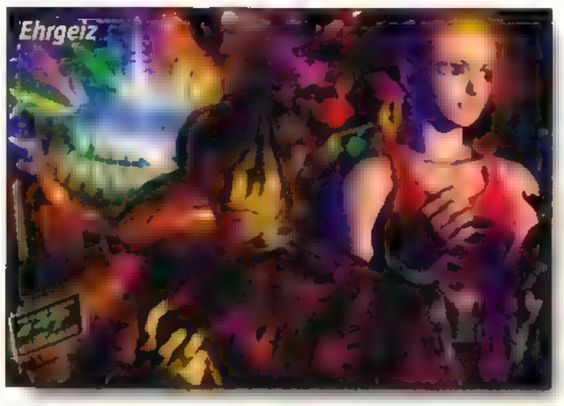
WINS £150 VOUCHER FROM GAMEPLAY!

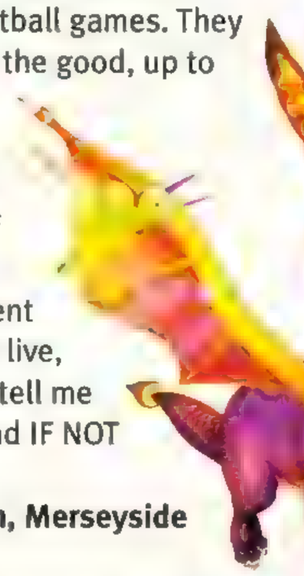
## WIRRALPARK

Dear PLAY,

First of all, cheers! Your mag is great and I buy it every month. Pricey though.

I am writing to ask you about something that has been annoying me for ages. You keep going on about these Namco Wonderparks and all these great games, but in all my travels around the Wirral I have not come across a single decent arcade. The few arcades there are have only the rubbishy motorbike games, alien games and basketball games. They don't have any of the good, up to date stuff like *Ehrgeiz*, *Time Crisis 1* and *2* and *Fighting Vipers*. If there are any arcades with decent machines where I live, could you please tell me where they are and IF NOT WHY NOT?!
**Michael Adamson, Merseyside**



**Crikey, Michael! Newsflash: There is an entire planet**

## RETURN TO SENDER

Does the PlayStation SCART cable improve the picture a lot or is it not noticeable?
**Adam Kelly, Essex**
■ **Getting a true RGB SCART cable is about the best thing you can do for your machine, provided you have a quality TV. The image becomes computer monitor sharp.**

I think the price of the magazine is quite expensive and I only get one pound pocket money, so please can you reduce the cost and make a good explanation of why it is so expensive.
**Oliver Knowles, York**
■ **We bring you the purest, most honest news and reviews about games from around the world. We've given you a video. We write tips books and stick them on for free. We take huge books that retail for £10 and stick those on for free too. Expensive? Cheap.**

I think that BMG bribed the BBFC to put 18 certificate stickers on the box of *Grand Theft Auto* because they know this would have every boy or girl under 18 gagging for it.
**N Casey, Dublin**
■ **So you don't think that the needless murder of religious groups, the shooting and burning of innocent civilians, swearing, sexual sub plots and the glorification of a violent, criminal lifestyle warrants even a tiny sticker that retailers generally ignore?**

Don't you think that the prices of games should be lowered? It would help out Sony, who think that things like 'chipping' and 'gold discs' are bad.
**J Mychalkiw, Staffordshire**
■ **We would be very much in favour of lowering game prices. Sony have chosen to tackle it their own way however, with the growing Platinum range, but it is impossible to compete with pirate software prices. Blank recordable CDs are under £1 when bought in bulk, meaning those who sell copied PlayStation software on them can always charge significantly less than legitimate discs cost. Copies are sold in Hong Kong for £3-4.**

I saw your shots of *Spyro The Dragon* and I think it looks amazing. Surely Spyro will kill off the Dreamcast before it even arrives? And the N64!
**Peter Simmons, London**
■ **It's good, but we'll have to wait to see just *how* good.**

**outside "the Wirral" that's just waiting to be explored! Top notch arcades are the privilege of cities like London and Glasgow, or towns that pull in loads of tourists. Unfortunately, the number of places you can experience the utopia of a Namco arcade is much smaller – three out the UK's four Wonderparks are in London, with the fourth being in Sheffield. They are spreading though: the next will be built in Manchester.**

## SPLIT PERSONALITY

Dear PLAY,

If games were like famous people, which game would be which personality? Well funnily enough, I have an idea.

*Street Fighter 2* would be John Travolta. Both were cool years ago but faded badly with poor sequels (*Street Fighter The Movie = Look Who's Talking Too*). However, both are now back on form with *Street Fighter EX plus Alpha* and *Pulp Fiction*. *Resident Evil* would be Dale Winton, as both of them scare me very much. *Ridge Racer* would be Chris Eubank, because both used to be 'Simply The Best'. *Pandemonium* would be Denise Van Outen – who cares if they're sh*te, they both look lovely! C'mon kids, you try.

**Claire Anderson, Kirkcudbright**

**Listen Claire, we only let your letter in because you're a girl (cue stream of unconvincing letters from 'female' writers) and they don't tend to write much to video game magazines. But this is a bloody awful idea.**

## XENOPHOBIA

Dear PLAY,

First of all, congratulations on being simply the best PlayStation magazine ever. I only wish it was out more often. I know as a subscriber that you offer the best value around in that you have 14 issues a year, it's just that I'm greedy and want more, more, more. I read PLAY from cover to cover in the first couple of days after receiving it and while eagerly awaiting the next issue I'll probably read through the present one and the previous issue about half a dozen times each. I'd happily buy new issues of PLAY every fortnight if I could. Well, that's enough creeping, now down to business. One thing that really winds me up is how long we in Europe have to wait for games that the Japanese have played and completed ages before. They're sometimes playing the sequel before we've even seen the original – that's if we even get it at all. Surely when a game is released in Japan it doesn't take a year or more just to convert the text to English, does it?

Out of the hundreds of games being released this year, there are only two that I really, really want, namely *Point Blank* (which I've had on order for the last three months, and every time I ring about it I'm told the release date has been put back!) and the awesome looking *Metal Gear Solid* which is exactly the type of game I've been waiting for ever since I bought my PlayStation. At least we know that these two games, which look like being classics, are definitely due for release in the UK.

However, there are at least four more games which aren't even due for conversion which I'm dying to get my hands on. They are *Final Fantasy Tactics*, *Chocobo Mysterious Dungeon*, *Einhander* and *Parasite Eve*. I know you can get these games on import but that's no good to people like me who've not got a chipped PlayStation, wouldn't want one and don't understand a word of Japanese. I just want to play the best games on my European PlayStation.

**Mark Jones, Derbyshire**

**You seem to be your own enemy, Mark. You desperately want the coolest new Japanese games, yet you don't want a PlayStation which is capable of playing them. It doesn't make any sense. Your only option is to invest the cost of two games in a used Japanese machine – not a big price to pay for access to the best games up to a year before most other people in this part of the world.**

*Metal Gear Solid*

**"IF GAMES WERE LIKE PEOPLE... *PANDEMONIUM* WOULD BE DENISE VAN OUTEN – WHO CARES IF THEY'RE SH*TE, THEY BOTH LOOK LOVELY!" CLAIRE**

## WINNER PREMIER MOANER '98

About four years ago I sold my Amiga 600 and along with it *Premier Manager 2*. Ever since my life has been empty, so you can imagine how excited I was when I learned that *Premier Manager '98* was to be released for the PSX. After months of delays I finally got it – and what did I think? Utter sh*te, that's what.

Where have all the features gone? You can't swap clubs, you can't select your advertising, you can't buy your coaches, there's no manager of the month, no money from television, you can't improve your stadium and that telephone feature has gone.

I started off playing as Exeter City in career mode and I've got them into the first division. But I can't expand my stadium, so I can't get more gate receipts, so I can't get enough dosh, so I can't afford good players, I can't transfer to another club, I can't compete with this one and so I'm stuffed. I'll have to clear my memory card and start again as Man United. Oh whoopy do.

Maybe the features they have left out aren't the most important ones but they made the original game far more enjoyable. I assume they were left out in favour of the Highlights option, which is okay but after the first few games you can't be arsed to watch it anymore. This sort of game isn't about pretty graphics and funky sounds anyway. Oh yeah, and while I'm moaning, why does the game keep moving my players around after every match? I am the manager, so I choose who plays where. Isn't that supposed to be the idea of the game?

If they release *PM '99*, I hope it will be better – more like the original and less like this pile of poo. It couldn't be any worse, could it?

**Richard Preece, Staffordshire**

WINS £50 VOUCHER FROM GAMEPLAY!

**You raise some valid points, but we would have to draw your attention to Paul Morgan's cautionary note in his *PM '98* review. "For some die hard fanatics," this means you, Richard, "the game probably won't be quite in-depth enough."**

**However, this doesn't mean it was okay to omit so many features of the earlier *Premier Manager* games from the PlayStation version. It's still the best management game on the machine, so worthy of its score, but the fact that the floppy disk based Amiga game had more options is baffling.**

**As certain things are expected of new releases these days, does too much time go on presentation, front-end and cut scenes? Even in titles such as this where looks are not a priority for the player? You tell us!**

## THE PLAY DEBATE

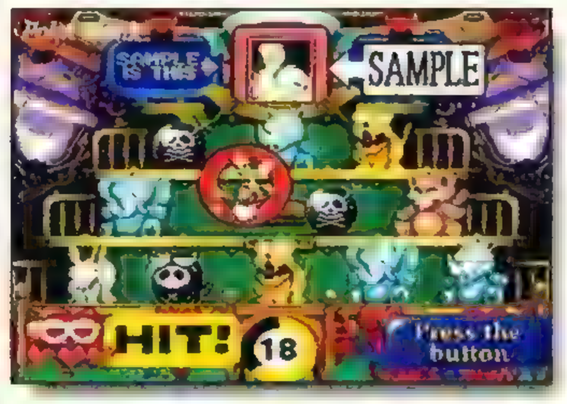
### WHERE THE READERS DECIDE

### GRAN TURISMO

**The response to the *Gran Turismo* debate (issue 37) was very interesting. We asked if those who bought the game felt it wasn't quite the amazing piece of software it had been made out to be, since the hype died down. Everyone who wrote in, with everything from scribbled notes to giant multi-page critiques, was of the same opinion: *GT* is the best racing game you have played. Many commented on the difficulty of the licence tests and that the easiness of the races was annoying, but the game is so much fun that this really doesn't matter. Not one person mentioned the lack of a link-up mode either. Next month:**

**WHAT MAKES THE BEST FOOTBALL GAME?**

**Write in and tell us!**




**We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your email address, please give specific permission.**

# PSX Power Cheats

## PLATFORM GAMES
**08900 308015**

Crash Bandicoot 2, Frogger, Tomb Raider 2, Croc, Abe's Oddysee, Klonoa, Pitfall 3D, Pandemonium 2, Ray Man, Deathtrap Dungeon, Final Fantasy VII, Skull Monkeys, Theme Hospital, Gex 3D

## SPORTS GAMES
**08900 308016**

Actua Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, Madden, World Cup '98, Adidas Power Soccer, NFL '98, NFL Game Day '98, World League Soccer '98.

## BEAT EM UPs
**08900 308012**

Bushido Blade, Mortal Kombat, Fighting Force, Soul Blade, Bloody Roar, Cardinal Syn, Tobal No 1, Nightmare Creatures, Tekken 2 and 3, Street Fighter Alpha 2.

## RACING GAMES
**08900 308014**

Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4, Motorhead, VR Powerboat Racing, Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers, Need for Speed 3, Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo

## SHOOT EM UPs
**08900 308013**

Red Alert, Nuclear Strike, Auto Destruct, Colony Wars, MDK, One, Resident Evil 2, G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warrior 2, Z, X-Com, Shadow Master, Xevious 3D/Gt, Ray Storm, Critical Depth, Steel Reign, Dark Omen, Diablo, Reboot

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| | | |
|---|---|---|
| 1. Beggy | 8. G-Police | 15. Rascal |
| 2. Cardinal Syn | 9. Gex 3D-Enter the gecko | 16. Resident Evil 2 |
| 3. Circuit Breakers | 10. Grand Theft Auto | 17. Breath of Fire 3 |
| 4. Crime Killer | 11. Gran Turismo | 18. Street Fighter Alpha |
| 5. Dark Omen | 12. Heart of Darkness | 19. Tekken 3 |
| 6. Deathtrap Dungeon | 13. Men in Black | 20. Colin McRae Rally |
| 7. Dead or Alive | 14. Premier Manager '98 | 21. Tommi Makinen Rally |

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PLAY magazine Issue 39 1998

# PLAYLIST

UPDATED EVERY MONTH

## THE ULTIMATE PLAYSTATION BUYERS' GUIDE

## PLAYBACK

**These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment and ones you'd all be well advised to take a look at.**

### Beat-'em-ups

| | |
|---|---|
| 1. Tekken 3 | 97% |
| 2. Dead Or Alive | 91% |
| 3. Soul Blade | 96% |
| 4. Tekken 2 | 95% |
| 5. Bushido Blade | 94% |
| 6. SF EX Plus | 91% |
| 7. Bloody Roar | 85% |
| 8. MK4 | 87% |
| 9. SF Zero 2 | 94% |
| 10. Tobal 2 | 92% |

### First person shoot-'em ups

| | |
|---|---|
| 1. Forsaken | 92% |
| 2. Duke Nukem | 90% |
| 3. Doom/Final | 93% |
| 4. Tenka | 86% |
| 5. Mechwarrior | 91% |
| 6. Exhumed | 84% |
| 7. Alien Trilogy | 91% |
| 8. Disruptor | 87% |
| 9. Magic Carpet | 90% |
| 10. Tunnel B1 | 87% |

* Indicates an import review

| GAME | | | | | | | | | | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4-4-2 | 1-2 | ● | | | | | | | | 26 | 57% | Dated and disappointing Sunday league stuff. |
| 2Xtreme | 1-2 | ● | | | | | | | | 19 | 52% | Tedious multi sports effort – fading fast. |
| 3D Lemmings | 1 | ● | | | | ● | | | | 01 | 69% | Famous puzzle game, now in 3D! Average. |
| Abe's Oddysee | 1 | ● | | | | | | | | 26 | **90%** | The most addictive platform game on the PSX! |
| Ace Combat* | 1-2 | ● | | | | | | | | 01 | 81% | Slightly repetitive flight sim. |
| Ace Combat 2* | 1 | ● | | | | | | | ● | 23 | 84% | Far better graphically and playability wise. |
| A-Train* | 1 | ● | | | | ● | | | | 09 | 62% | Complex resource management with trains. |
| Actua Golf | 1-4 | ● | ● | | | | | | | 10 | 88% | Best golf game on PSX so far (until *Golf2*). |
| Actua Golf 2 | 1-4 | ● | | | | | | | | 23 | 80% | Not as good graphically, but still great fun. |
| Actua Ice Hockey | 1-4 | ● | ● | | | | | | ● | 32 | 70% | A worthwhile stab at the sport, but not without faults. |
| Actua Soccer | 1-2 | ● | | | | | | | | 04 | 79% | Slick looking footy sim, now dated. |
| Actua Soccer: Club Edition | 1-2 | ● | | | | | | | | 22 | 62% | Cynical re-badged version of above. |
| Actua Soccer 2 | 1-4 | ● | ● | | | | | | ● | 28 | **90%** | The best football game on the PlayStation! |
| Adidas Power Soccer | 1-4 | ● | ● | | | | | | | 06 | 74% | Great then, now failing against the competition. |
| Adidas Power Soccer '97 | 1-4 | ● | ● | | | | | | | 19 | 52% | Same game, but with UK teams. Poor. |
| Adidas Power Soccer '98 | 1-4 | ● | ● | | | | | | ● | 36 | 75% | Fantastic-looking, but not free-flowing enough. |
| Adventures of Alundra, The | 1 | ● | | | | | | | | 34 | 86% | Engrossing and enchanting RPG. |
| Agile Warrior:F111X | 1 | ● | | | | | | | | 03 | 79% | Simple brainless shoot-'em-up from Virgin. |
| Air Race | 1-2 | ● | | | | | | | | 27 | 68% | Humdrum racer offering short-term appeal. |
| Alien Trilogy | 1 | ● | | | | | | | | 06 | **91%** | Deeply scary space shoot-'em-up. Great fun. |
| Allied General | 1-2 | ● | | | | | | | | 19 | 51% | Hexagonal strategy for bores and generals. |
| All-Star Soccer | 1-8 | ● | ● | | | | | | | 24 | 80% | Superb comic commentary, not bad footy ! |
| Alone in the Dark 2 | 1 | ● | | | | | | | | 04 | 77% | Intriguing French 3-D adventure based on PC. |
| Andretti Racing '97 | 1-2 | ● | | ● | ● | | ● | | | 11 | 74% | Average split screen American racer. |
| Aquanaut's Holiday | 1-2 | ● | | | | | | | | 10 | 58% | Impenetrable and dull underwater guff. |
| Area 51 | 1-2 | | | | | ● | | ● | | 21 | 68% | Rough coin-op conversion using light gun. |
| Armoured Core | 1-2 | ● | | | | | | | | 35 | 69% | Fun, but linear robot beat-'em-up. |
| Assault Rigs | 1-2 | ● | | ● | | | | | | 03 | 81% | *Tron*-like tank blasting game. Good link-up. |
| Atari Collection, The | 1 | ● | | | | | | | | 21 | 81% | Many classics. Best: *Missile Command, Asteroids*. |
| Auto Destruct | 1 | ● | | | | | | | | 29 | 84% | Ultra-violent Armageddon on wheels! |
| Ayrton Senna's Kart Duel | 1-2 | ● | | ● | | | ● | | | 14 | 71% | Ropey racing engine, jerky action. |
| Ballblazer Champions* | 1-2 | ● | | | ● | | | | | 22 | 69% | Dull as dishwater futuristic sports. |
| Batman & Robin | 1 | ● | | | | | | | ● | 37 | 78% | Half decent movie spin off with a lasting challenge. |
| Batman Forever | 1-2 | ● | | | | | | | | 15 | 41% | Bloody awful film licence – avoid! |
| Battle Stations | 1-2 | ● | | | | | | | | 25 | 51% | Flat and unconvincing naval strategy... |
| Beast Wars Transformers* | 1 | ● | | | | | | | | 30 | 65% | Transforming fun that's far from easy. |
| Bedlam | 1 | ● | | | | ● | | | | 25 | 78% | Muggy and complicated *Syndicate* wannabe. |
| Big Hurt Baseball* | 1-2 | ● | | | | | | | | 09 | 81% | Moderately successful sports conversion. |
| Black Dawn | 1 | ● | | | | | | | | 15 | 76% | Average helicopter shoot-'em-up. |
| BLAM! Machinehead | 1 | ● | | | | | | | | 12 | 79% | Graphical masterpiece, but no depth at all. |
| Blast Chamber | 1-4 | ● | ● | | | | | | | 15 | 82% | Clever puzzles with rotating rooms. |
| Blast Radius | 1-4 | ● | | ● | | | | | ● | 38 | 72% | To similar to *Colony Wars*, hand on for Vengeance! |
| Blasto | 1 | ● | | | | | | | ● | 38 | 60% | Playable, yet simple looking platform shooter. |
| Blood Omen: LOK | 1 | ● | | | | | | | | 18 | 81% | Be a vampire – top bloody fun. |
| Bloody Roar | 1-2 | ● | | | | | | | | 34 | 85% | A fine quality beat-'em-up. |
| Bomberman World* | 1-5 | ● | ● | | | | | | | 33 | 85% | A fun-fuelled party game to blow you away! |
| Brahma Force | 1 | ● | | | | | | | | 31 | 85% | Stompingly good mech-warrior action. |
| Breath Of Fire III | 1 | ● | | | | | | | | 38 | 80% | Enormous and absorbing, but looks dated. |
| Broken Helix* | 1 | ● | | | | | | | | 24 | 75% | Absorbing 3-D adventure, but bad graphically. |
| Broken Sword | 1 | ● | | | | ● | | | | 14 | 84% | Slick point 'n' click adventure. |
| Broken Sword 2 | 1 | ● | | | | ● | | | | 28 | **90%** | Beautifully intuitive point 'n' clicker. |
| Bubble Bobble | 1-2 | ● | | | | | | | | 11 | 85% | Arcade fun from the early Eighties. |
| Bubsy 3D | 1-4 | | | | | | | | | 15 | 82% | Passable 3-D cartoon romp. |
| Burning Road | 1-2 | ● | | ● | | | ● | | | 12 | 76% | Turbo nutter action with big trucks. |
| Bushido Blade* | 1-2 | ● | | ● | | | ● | | | 20 | **94%** | Stylish and brutal sword-fighting. |
| Bushido Blade 2* | 1-2 | ● | | ● | | | | | | 35 | 80% | Very disappointing sequel. |
| Bust-a-Move 2 | 1-2 | ● | | | ● | | | | | 08 | 88% | Simple, yet totally addictive puzzler. |

| GAME | | | | | | | | | | | | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Bust-a-Move 3DX* | 1-2 | ● | | | | | | | | | | 30 | 88% | Once you pop, you can't stop! |
| Bust A Move* | 1-2 | ● | | | | | | | | | | 36 | 88% | Brilliant rhythmic dancing action! |
| Buster Bros Collection* | 1-2 | ● | | | | | | | | | | 22 | 86% | *Pang* gets the 32-bit treatment. |
| Cardinal Syn | 1-2 | ● | | | | | | | | | ● | 34 | 85% | Great gory action flawed by the control system. |
| Carnage Heart | 1 | ● | | | | | | | | | | 23 | 57% | Dull robot strategy adventure on the moon. |
| Casper | 1 | ● | | | | | | | | | | 12 | 65% | Plain and unimaginative film game. |
| Cheesy | 1 | ● | | | | | | | | | | 15 | 50% | It certainly is... |
| Chessmaster 3D | 1-2 | ● | | | | | | | | | | 08 | 68% | Chess. On PlayStation. Hmm... |
| Chill | 1-2 | ● | | | | | | | | | ● | 33 | 56% | Uninspired and jerky snowboarding game. |
| Choro Q* | 1 | ● | | | | | | | | | | 11 | 70% | Quirky but rough cartoon racer. |
| Choro Q 2* | 1-2 | ● | | | | ● | | ● | | | | 22 | 85% | More cars, big miniature fun. |
| Chronicles of the Sword | 1 | ● | | | | | ● | | | | | 18 | 43% | Tedious adventure – avoid! |
| Circuit Breakers | 1-4 | ● | ● | | | | | | | | ● | 35 | 81% | Great fun, but very limited in areas. |
| City of Lost Children | 1 | ● | | | | | | | | | | 18 | 78% | Slow moving French 3-D adventure. |
| Clock Tower | 1 | ● | | | | | ● | | | | | 27 | 83% | Stylish, and utterly chilling murder mystery! |
| Colin McRae Rally | 1-2 | ● | | | | ● | | ● | | | ● | 37 | **93%** | Rally gaming at its best! |
| Colony Wars | 1 | ● | | | | | | | | | ● | 27 | **92%** | Gorgeous, totally playable space blasting. |
| Command & Conquer | 1 | | | | | | | | | | | 16 | 79% | PSX version slow and sorely lacking. |
| C&C: Red Alert* | 1-2 | ● | | ● | | | ● | | | | | 29 | **90%** | The last word in real-time wargames. |
| Contra: Legacy of War | 1-2 | ● | | | | | | | | | | 16 | 62% | Scappy arcade shoot-'em-up from Konami. |
| Coolboarders | 1 | ● | | | | | | | | | | 16 | 82% | High speed stunts on a snowboard. |
| Coolboarders 2* | 1-2 | ● | | ● | ● | | | | | | ● | 26 | 81% | The definitive snowboarding game. |
| Courier Crisis | 1 | ● | | | | | | | | | | 30 | 54% | Bring back the old Paperboy! |
| Crash Bandicoot | 1 | ● | | | | | | | | | | 13 | 84% | Technically brilliant platformer. |
| Crash Bandicoot 2 | 1 | ● | | | | | | | | | ● | 29 | 86% | Crash returns in style! |
| Crime Killer | 1 | ● | | | | | | | | | ● | 37 | 78% | A bit samey, but delivers action thick and fast. |
| Critical Depth | 1-2 | ● | | | | ● | | | | | ● | 32 | 72% | Above average underwater blaster. |
| Criticom | 1-2 | ● | | | | | | | | | | 04 | 87% | Early average beat-'em-up. Now forgotten. |
| Croc: Legend of the Gobbos | 1 | ● | | | | | | | | | ● | 26 | 78% | It's intellectual theft, but fun nonetheless! |
| Crow: City of Angels | 1 | ● | | | | | | | | | | 21 | 21% | Absolute shite! |
| Crusader: No Remorse | 1 | ● | | | | | | | | | | 18 | 80% | Decent shoot-'em-up from the PC. |
| Crypt Killer | 1-2 | | | | | | | | | ● | | 18 | 38% | Blocky, dreary, shoddy shooter. |
| Cyberia | 1 | ● | | | | | | | | | | 04 | 67% | 'On rails' FMV shoot-'em-up. Ugh! |
| Cybersled | 1-2 | ● | | | | ● | | | | | | 01 | 55% | Vivid colours, but ultimately dull. |
| CyberSpeed | 1 | ● | | | | | | | | | | 02 | 65% | Putrid futuristic *Hi-Octane*-style racer |
| D | 1 | ● | | | | | | | | | | 06 | 69% | Mediocre 3-D adventure – slow. |
| Dark Forces | 1 | | | | | | | | | | | 17 | 75% | Appalling *Star Wars* conversion. |
| Darklight Conflict | 1 | | | | | | | | | | | 22 | 79% | Fantastic looking, but sadly boring. |
| Dark Omen | 1 | ● | | | | | ● | | | | | 33 | 85% | Polished action/strategy simulation. |
| Darkstalkers* | 1-2 | | | | | | | | | | | 10 | 88% | Very playable beat-'em-up from a coin-op. |
| Dead Ball Zone | 1-2 | ● | | | | | | | | | ● | 35 | 84% | Very playable futuristic mutilation mayhem! |
| Dead Or Alive* | 1-2 | ● | | | | | | | | | ● | 34 | 91% | The breast beat-'em-up in ages! |
| Deathtrap Dungeon | 1 | ● | | | | | | | | | | 33 | 88% | A compelling high-drama dungeon adventure. |
| Defcon 5 | 1 | ● | | | | | | | | | | 03 | 88% | Run-of-the-mill space adventure. Slow. |
| Descent | 1-2 | ● | | ● | | | | | | | | 06 | 85% | Was good, now utter cack! |
| Descent 2 | 1-2 | ● | | ● | | | | | | | | 24 | 63% | Almost the same game. Not that fun to play. |
| Destruction Derby | 1-2 | ● | | ● | | | | | | | | 01 | 86% | PSX showpiece and good two player. |
| Destruction Derby 2 | 1 | ● | | | | | | | | | | 14 | 82% | Better, but lacks link-up – bah! |
| Devil's Deception | 1-2 | ● | | | | | | | | | | 32 | 68% | Intriguing and challenging, but looks a bit dodgy. |
| Diablo | 1-2 | ● | | | | | | | | | | 34 | 74% | Fun, but repetitive arcade role player. |
| Die Hard Trilogy | 1 | ● | | | | ● | | ● | | ● | | 11 | **92%** | Utterly brilliant three film games in one. |
| Discworld | 1 | ● | | | | ● | | | | | | 01 | 74% | Unfunny cartoon adventure. |
| Discworld II | 1 | ● | | | | ● | | | | | | 28 | 80% | Humourous off-the-wall adventuring... |
| Disruptor | 1 | ● | | | | | | | | | | 14 | 87% | Impressive 3-D *Doom* clone. |
| Doom | 1-2 | | | ● | | | | | | | | 03 | **93%** | Top link-up, but now looking dated. |
| Dracula X* | 1 | ● | | | | | | | | | | 21 | 84% | Japanese vampire platformer. |
| Dragon Ball Z GT: Final Bout* | 1-2 | ● | | | | | | | | | | 29 | 39% | Dismal beat-'em-up. |
| Duke Nukem | 1 | ● | | ● | | | | | | | ● | 29 | **90%** | Fantastically playable shoot-'em-up. |
| Dynasty Warriors* | 1-2 | ● | | | | | | | | | | 25 | 71% | Restrictive and bizarre beat-'em-up, but pretty. |
| Earthworm Jim 2 | 1 | ● | | | | | | | | | | 12 | 69% | 16-bit fun, but joke is wearing thin. |
| Einhander* | 1 | ● | | | | | | | | | | 31 | **90%** | Another genre sewn-up by Square. Breath-taking! |
| Epidemic* | 1 | ● | | | | | | | | | | 19 | 71% | Slow and boring disease adventure. |
| ESPN Extreme Games | 1-2 | ● | | | | | | | | | | 02 | 73% | Tiresome sports, no fun at all! |
| Everybody's Golf | 1-4 | ● | | | | | | | | | | 36 | 85% | Highly enjoyable, fast-paced party golf game. |
| Excalibur 2555 AD | 1 | ● | | | | | | | | | | 19 | 86% | Imaginative and lush RPG. |
| Exhumed | 1 | ● | | | | | | | | | | 25 | 84% | Compelling Egyptian 3-D shoot-'em-up. |
| Explosive Racing | 1 | ● | | ● | | | | ● | | | | 25 | 82% | Quick and playable racing, but not all new. |
| Extreme Pinball | 1-2 | ● | | | | | | | | | | 07 | 54% | Miserable pinball sim with bad physics. |
| Extreme Snow Break | 1 | ● | | | | | | | | | | 34 | 09% | Extremely crap. |
| Fade To Black | 1 | ● | | | | | | | | | | 09 | **90%** | Gripping sci-fi alien adventure! |

## PLAYBACK

### Arcade style shoot-'em ups

| | |
|---|---|
| 1. Vigilante 8 | 94% |
| 2. Time Crisis | 90% |
| 3. Point Blank | 90% |
| 4. Colony Wars | 92% |
| 5. MDK | 90% |
| 6. Die Hard | 93% |
| 7. Twisted Metal 2 | 88% |
| 8. Syndicate Wars | 85% |
| 9. G-Police | 84% |
| 10. Einhander | 90% |

### Sports sims

| | |
|---|---|
| 1. ISS Pro '98 | 92% |
| 2. WLS | 90% |
| 3. World Cup '98 | 86% |
| 4. Smash Tennis | 86% |
| 5. Prem Manager '98 | 89% |
| 6. Everybody's Golf | 85% |
| 7. Total NBA '98 | 93% |
| 8. FIFA: RTWC'98 | 91% |
| 9. Actua Soccer 2 | 90% |
| 10. Actua Golf | 88% |

### Strategy & Adventure

| | |
|---|---|
| 1. Resident Evil 2 | 96% |
| 2. Parasite Eve | 87% |
| 3. Final Fantasy VII | 93% |
| 4. Tomb Raider II | 95% |
| 5. Resident Evil | 95% |
| 6. Death. Dungeon | 86% |
| 7. FFTactics | 90% |
| 8. Alundra | 86% |
| 9. Broken Sword II | 90% |
| 10. Night. Creatures | 90% |

LATEST PERIPHERALS ON PAGE 96

# PLAYBACK

## Puzzle & Party games

1. Puzzle Fighter 90%
2. Puyo Puyo Sun 87%
3. Bomberman World 85%
4. Micro Machines V3 92%
5. Poy Poy 84%
6. Bust-A-Move 3DX 88%
7. PaRappa the Rapper 82%
8. Bust-A-Move 2 88%
9. Kurushi 88%
10. Worms 92%

## Racing games

1. Gran Turismo 97%
2. Colin McRae Rally 93%
3. TOCA Touring Car 94%
4. Need For Speed 3 87%
5. Rally Cross 89%
6. Moto Racer 86%
7. Total Drivin' 84%
8. Formula 1 '97 90%
9. Wipeout 2097 93%
10. V-Rally 87%

## Platformers

1. Gex 3-D 92%
2. Abe's Oddysee 90%
3. Crash 2 86%
4. Rascal 77%
5. Pitfall 3-D 70%
6. Klonoa 83%
7. Pandemonium 2 72%
8. Dracula X 84%
9. SkullMonkeys 83%
10. The Lost World 79%

| GAME | | | | | | | | | | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Fantastic Four | 1-4 | ● | ● | | | | | | | 26 | 69% | Hardly fantastic, but playable. |
| FIFA '96 | 1-4 | ● | ● | | | | | | | 03 | 81% | Unexceptional footy flannel. |
| FIFA '97 | 1-4 | ● | ● | | | | | | | 15 | 70% | Graphically better, but plays worse |
| FIFA: Road to World Cup 98 | 1-4 | ● | ● | | | | | | ● | 29 | **91%** | Best all-round football game yet! |
| Fighter's Impact* | 1-2 | ● | | | | | | | | 23 | 76% | Dated and blocky 3-D beat-'em-up. Buy *Tekken2*. |
| Fighting Force | 1-4 | ● | | | | | | | ● | 27 | 89% | Brutally destructive two-player action. |
| Final Doom | 1-2 | | | ● | ● | | | | | 13 | 82% | New levels, but otherwise the same. |
| Final Fantasy VII | 1 | ● | | | | | | | | 27 | **93%** | The final word in adventure! |
| Final Fantasy Tactics | 1 | ● | | | | | | | | 32 | **90%** | Epic and engrossing strategy/RPG challenge. |
| Firemen, The* | 1 | ● | | | | | | | | 05 | 78% | 16-bit looking fire-fighting action game. |
| Firestorm: Thunderhawk2 | 1 | ● | | | | | | | | 03 | 85% | Playable helicopter blast-'em-up from Core. |
| Firo & Klawd | 1-2 | | | | | | | | | 15 | 64% | Garish cartoon cop adventure. Dodgy. |
| Fluid | 1 | ● | | | | | | | ● | 38 | 78% | Fleeting but interesting diversion. |
| Formation Soccer* | 1-2 | ● | | | | | | | | 24 | 58% | Expensive and dated-looking footy guff! |
| Formula 1 | 1-2 | ● | | ● | | ● | | | | 11 | 84% | Exhilarating and glorious F1 sim! |
| Formula 1 '97 | 1-2 | ● | | | ● | ● | | | ● | 26 | **90%** | Well upgraded and stuffed with excitement! |
| Formula Karts: SE | 1-2 | ● | | | ● | | ● | | | 28 | 75% | Too simplistic for mass appeal. |
| Forsaken | 1-2 | ● | | | ● | | | | ● | 35 | **92%** | A stunning achievement. Totally breathtaking. |
| Frenzy | 1 | ● | | | | | | | ● | 36 | 73% | Fun, but short-lived arcade hokum. |
| Frogger | 1-4 | ● | ● | | | | | | | 27 | 69% | Genuinely disappointing frog-'em-up. |
| G-Police | 1 | ● | | | | | | | ● | 27 | 84% | Atmospheric, pulse-raising 3-D arcade thrills! |
| Galaxian 3* | 1-4 | ● | ● | | | ● | | | | 10 | 69% | Repetitive and confusing shooter. |
| Gex | 1 | ● | | | | | | | | 06 | 76% | Wretched 3DO platformer with dumb lizard. |
| Gex 3-D: Enter the Gecko | 1 | ● | | | | | | | ● | 33 | **92%** | Compulsive & classy, the best platformer around! |
| Ghost In The Shell | 1 | ● | | | | | | | | 34 | 73% | Nice package, but strictly for Mangaphiles! |
| Goal Storm* | 1-2 | ● | | | | | | | | 01 | 69% | Disappointingly slow, fails to score... |
| Granstream Saga, The* | 1 | ● | | | | | | | | 38 | 76% | Absorbing, but a bit on the eay side. |
| Gran Turismo* | 1-2 | ● | | | ● | ● | | | ● | 31 | 97% | The best racing game ever made! |
| Grand Theft Auto | 1 | ● | | | | | | | | 30 | 88% | Criminally addictive road rage! |
| Grid Run | 1-2 | ● | ● | | ● | | | | | 15 | 53% | Banal maze game with few rewards. |
| Guilty Gear* | 1-2 | ● | | | | | | | | 38 | 43% | Extravagant fighter, undone by its own special effects. |
| Gun Bullet* | 1-2 | ● | | | | | ● | | | 26 | 85% | A real blast for one or two players... |
| Gunship | 1 | ● | | | | | | | | 08 | 68% | Has not stood the test of time... |
| Hard Boiled | 1 | ● | | | | | | | | 25 | 29% | A disastrously wasted licence... |
| Hardcore 4X4 | 1-2 | ● | | ● | | ● | | | | 15 | 81% | Hellish and repetitive off-road action. |
| Heart Of Darkness | 1 | ● | | | | | | | | 38 | 81% | Very playable, but short-lived platform puzzler. |
| Hebereke's Popitto | 1-2 | ● | | | | | | | | 02 | 43% | Why bother with this when *Puzzle Fighter* exists? |
| Herc's Adventures* | 1-2 | ● | | | | | | | | 25 | 70% | Cute-looking run-of-the-mill adventure. |
| Hercules* | 1 | ● | | | | | | | | 24 | 63% | Sweet and innocent, but simple and dull. |
| Hermie Hopperhead* | 1 | ● | | | | | | | | 02 | 53% | Worthless cartoon platform banality. |
| Hexen | 1 | ● | | | | | | | | 21 | 35% | One of the PSX's worst ever games! |
| Hi-Octane | 1-2 | ● | | | ● | | | | | 03 | 80% | Reasonable Bullfrog racer. |
| Horned Owl* | 1-2 | ● | | | | | ● | | | 05 | 73% | Poor excuse for a light gun game. |
| Hyper Tennis | 1-4 | ● | ● | | | | | | | 11 | 78% | Utterly pointless tennis sim. There are better. |
| Impact Racing | 1-2 | ● | | ● | | | | | | 05 | 87% | Good then, now utter tripe! |
| Incredible Hulk, The | 1 | ● | | | | | | | | 17 | 45% | Nothing 'incredible' about it. Poor. |
| Independence Day* | 1-2 | ● | | ● | ● | | | | | 21 | 47% | Wretched film-inspired nonsense! |
| International Moto X* | 1-2 | ● | | ● | | | | | | 21 | 77% | Moderate motorbike racer. |
| Int Superstar Soccer Deluxe | 1-4 | ● | ● | | | | | | | 17 | 83% | 16-bit footy conversion, no frills. |
| Int Superstar Soccer Pro | 1-2 | ● | | | | | | | | 22 | 84% | One of the best football games on PSX! |
| Int Track & Field | 1-4 | ● | ● | | | | | | | 09 | 85% | Superb multi-player sports special! |
| In The Hunt* | 1-2 | ● | | | | | | | | 04 | 69% | Miserable sub shoot-'em-up. Tosh! |
| ISS Pro '98* | 1-2 | ● | | | | | | | | 38 | 92% | Nearly as good as the N64 version. Brilliant! |
| Iron & Blood | 1-2 | ● | | | | | | | | 17 | 75% | Passable medieval beat-'em-up. |
| Iron Man & Manowar | 1-2 | | | | | | | | | 16 | 47% | As much fun as genital surgery! |
| Iznogoud | 1 | | | | | | | | | 33 | 34% | An exceptionally bad platformer. |
| Jeremy McGrath Super Cross '98 | 1-2 | ● | | | ● | | | | | 37 | 70% | Plenty of options, but not as good as *Moto Racer*. |
| Jersey Devil | 1 | ● | | | | | | | ● | 30 | 83% | Devilish gameplay, well worth a look! |
| Jet Rider | 1-2 | ● | | | | | | | | 18 | 85% | Super-fast jetbikes, poor graphics. |
| Jet Rider 2* | 1-2 | ● | | | ● | | | | ● | 31 | 78% | Fun, but essentially more of the same. |
| Johnny Bazookatone | 1 | ● | | | | | | | | 04 | 85% | He's supposed to be cool. He's not. |
| Jonah Lomu Rugby | 1-2 | ● | ● | | | | | | | 20 | 86% | Accurate and enjoyable rugby sim. |
| Judge Dredd | 1-2 | ● | | | | | ● | | | 28 | 62% | Fantastic licence, disappointing game. |
| Jumping Flash | 1 | ● | | | | | | | | 01 | 87% | Highly imaginative first person platformer. |
| Jumping Flash 2* | 1 | ● | | | | | | | | 08 | 86% | Psychedelic sequel to above (only better). |
| Kick Off '97 | 1-2 | ● | | | | | | | | 25 | 68% | Doesn't do the name justice! |
| Kick Off World | 1-4 | ● | ● | | | | | | | 36 | 77% | An average game replete with great options. |
| Kileak The Blood | 1 | ● | | | | | | | | 01 | 57% | Sparse *Doom* clone that lacks any kind of thrill. |
| Kileak The Blood 2 | 1 | ● | | | | | | | | 05 | 65% | The same only with a '2' at the end. |
| Killing Zone* | 1-2 | | | | | | | | | 08 | 57% | Contemptible beat-'em-up. Avoid. |

| GAME | | | | | | | | | | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| King Bowling | 1-4 | ● | | | | | | | | 02 | 37% | Uninspiring cartoon bowling sim. Duff. |
| King's Field | 1 | ● | | | | | | | | 06 | 61% | Long lasting RPG, looks crap though. |
| King Of Fighters '95* | 1-2 | ● | | | | | | | | 11 | 62% | Utterly pointless 2-D beat-'em-up! |
| King Of Fighters '96* | 1-2 | ● | | | | | | | | 24 | 59% | Rips off every fighting game. Still crap though. |
| Klonoa: Door to Phantomile* | 1 | ● | | | | | | | | 30 | 83% | Fast and loveable Japanese platformer. |
| Konami Antiques Vol. 1 | 1-2 | ● | | | | | | | | 31 | 58% | Vaired, but dogged with too much rubbish! |
| Krazy Ivan | 1 | ● | | | | | | | | 04 | **90%** | Sumptuous visuals hide a real stinker! |
| Kula World | 1-2 | ● | | | | | | | | 35 | 83% | Innovative puzzle fun with balls! |
| Kurushi | 1 | ● | | | | | | | | 27 | 88% | Ultra high quality puzzler. |
| Last Report, The | 1 | ● | | | | | | | | 33 | 27% | An utterly awful, unrewarding point and click! |
| Lifeforce Tenka | 1 | ● | | | | | | | | 20 | 86% | Grisly polygonal *Doom* clone – flashy. |
| Little Big Adventure | 1 | ● | | | | | | | | 19 | 83% | Outstanding graphical adventure! |
| Loaded | 1-2 | ● | | | | | | | | 01 | 85% | Gutsy and mindless, but repetitive. |
| Lomax in Lemmingland | 1 | | | | | | | | | 14 | 70% | Dull as dishwater platform game. |
| Lone Soldier | 1 | ● | | | | | | | | 02 | 43% | Overrated *Rambo* rubbish! |
| Lost Vikings 2, The | 1-2 | | | | | | | | | 23 | 72% | Playable platform strategy. Looks old though. |
| Lost World, The | 1 | ● | | | | | | | | 25 | 79% | Stunning-looking platformer, but shallow. |
| MDK | 1 | ● | | | | | | | | 27 | **90%** | Brilliantly conceived 3-D shooter. |
| Machine Hunter | 1-2 | | | | ● | | | | | 22 | 72% | Decent *Paradroid*-inspired shooter. |
| Madden '97 | 1-4 | ● | ● | | | | | | | 12 | 81% | Solid and playable US football sim. |
| Madden '98 | 1-8 | ● | ● | | | | | | | 29 | 82% | A fine, albeit rough-looking Gridiron game. |
| Marvel Super Heroes* | 1-2 | ● | | | | | | | | 30 | 87% | A highly playable beat-'em-up. |
| Magic Carpet | 1 | ● | | | | | | | | 06 | **80%** | Magnificent magic carpet ride! |
| Mass Destruction* | 1 | ● | | | | | | | | 30 | 80% | Enjoyable, destructive tank romp... |
| Maximum Force | 1-2 | | | | | | | ● | | 32 | 37% | Pales into insignificance beside *Time Crisis!* |
| Mechwarrior 2 | 1 | ● | | | | | | | | 19 | **91%** | Top class big robot shoot-'em-up! |
| Mega Man 8* | 1 | ● | | | | | | | | 21 | 82% | Playable and colourful, but ultimately shallow. |
| Men In Black | 1 | ● | | | | | | | | 37 | 35% | Painfully unplayable movie tie-in. |
| Metal Slug* | 1-2 | ● | | | | | | | | 26 | 74% | Top maiming action, but not enough of it. |
| Mickey's Wild Adventure | 1 | ● | | | | | | | | 12 | 79% | Standard cartoon platformer. Yawn! |
| Micro Machines V3 | 1-8 | ● | ● | | | | | | | 19 | **92%** | Blistering racing game. Fantastic! |
| Midnight Run | 1 | ● | | | | | | | | 31 | **60%** | Hum-drum racer with short-term appeal. |
| Monopoly | 1-4 | ● | ● | | | ● | | | | 28 | 75% | A fun and faithful conversion of the original. |
| Monster Rancher* | 1-2 | ● | | | | | | | | 37 | 68% | Short-lived virtual pet novelty. |
| Monster Trucks | 1 | ● | | | | | | | | 18 | 74% | Competent, but dull off-roader. |
| Mortal Kombat 3 | 1-2 | ● | | | | | | | | 01 | **93%** | Don't buy this, get *MK Trilogy* instead. |
| Mortal Kombat 4 | 1-2 | ● | | | | | | | ● | 38 | 87% | Homocidal battery at its best. |
| Mortal Kombat Mythologies | 1 | ● | | | | | | | | 29 | 71% | Blood-soaked, but mundane platformer. |
| Mortal Kombat Trilogy | 1-2 | | | | | | | | | 14 | **92%** | Gory orgy of 16-bit gameplay. Not bad. |
| Moto Racer | 1-2 | ● | | | | | | | ● | 26 | 86% | A seat-of-the-pants roller coaster ride. |
| Motorhead | 1-2 | ● | | | ● | | | | ● | 34 | 79% | A turbo-charged, albeit short-lived racer. |
| Motor Toon GP 2* | 1-2 | ● | | ● | | | ● | | | 10 | 79% | Highly playable cartoon racer. |
| Mr Domino | 1 | ● | | | | | | | | 37 | 72% | Original, but lacks a lasting challenge. |
| Myst | 1 | ● | | | | | | | | 07 | 68% | Humdrum static screen adventure. Sad. |
| N2O | 1-2 | ● | | | ● | | | | ● | 37 | 70% | Frantic shooter, but gets very repetitive. |
| Nagano Winter Olympics* | 1-4 | ● | ● | ● | | | | | ● | 31 | 83% | Excellent multi-player winter challenge. |
| Namco Encore* | 1 | ● | | | | | | | | 29 | 79% | Catching up fast – best: *Rolling Thunder.* |
| Namco Museum 1* | 1-2 | ● | | | | | | | | 04 | 70% | Retro collection – best: *Pacman* and *Galaga.* |
| Namco Museum 2* | 1-2 | ● | | | | | | | | 06 | 70% | Worse than Vol 1 – best: *Xevious.* |
| Namco Museum 3* | 1-2 | ● | | | | | | | | 13 | 73% | Decent retro fix – best: *Pole Position II.* |
| Namco Museum 4 | 1-2 | ● | | | | | | | | 23 | 79% | Some cool games – best: *Pacland.* |
| Nanotek Warrior* | 1 | | | | | | | | | 22 | 76% | Tired shoot-'em-up set at molecular level. |
| Nascar Racing '96 | 1 | ● | | | | | ● | | | 15 | 80% | Comprehensive racing simulation – a bit jerky. |
| Nascar '98 | 1-2 | ● | | | ● | | ● | | ● | 28 | 82% | The complete Nascar package. |
| NBA Hang Time | 1-4 | ● | ● | | | | | | | 31 | 60% | Slightly dated arcade basketball... |
| NBA In The Zone | 1-2 | ● | | | | | | | | 05 | 79% | Solid sports sim, not as good as *Total NBA.* |
| NBA Jam Extreme | 1-2 | ● | | | | | | | | 15 | 79% | Over exaggerated arcade port-over. Numb. |
| NBA Jam:TE | 1-4 | ● | ● | | | | | | | 01 | 77% | Two-on-two multi-player mayhem. Good fun. |
| NBA Live '96 | 1-2 | ● | | | | | | | | 07 | 82% | Stale and lifeless basketball sim. Not much cop. |
| NBA Live '97 | 1-2 | ● | ● | | | | | | | 16 | 89% | All the latest stats and players – better engine. |
| NBA Pro '98 | 1-8 | ● | ● | | | | | | | 33 | 78% | Good, but not as good as the competition. |
| Need For Speed, The | 1-2 | ● | | ● | ● | | ● | | | 06 | 84% | Classic supercar OTT racing. Superb link-up! |
| Need For Speed 2, The | 1-2 | ● | | | ● | | ● | | | 21 | **90%** | Rough looking, but actually more fun – long term. |
| Need For Speed 3, The | 1-2 | ● | | | ● | | ● | | ● | 33 | 87% | Blindingly fast, but without some of the magic. |
| Newman Haas Racing | 1-2 | ● | | | ● | | ● | | ● | 33 | 74% | Very similar to F1'97, which is better. |
| NFL Game Day | 1-2 | ● | | | | | | | | 04 | 73% | American football – who cares? |
| NHL '97 | 1-8 | ● | ● | | | | | | | 15 | 86% | Intense ice hockey action – smooth and fast. |
| NHL '98 | 1-8 | ● | | | | | | | | 27 | 71% | Cool graphics, slushy gameplay. |
| NHL Face Off | 1-2 | ● | | | | | | | | 04 | 78% | Admirable attempt, but a bit cumbersome. |
| NHL Face Off '98 | 1-8 | ● | ● | | | | | | ● | 32 | 80% | The best ice hockey game on the PlayStation. |

## PLAYBACK

### Platinum Range games

1. Tekken 2 95%
2. Tomb Raider 94%
3. Resident Evil 95%
4. Die Hard Trilogy 92%
5. Wipeout 2097 93%
6. Micro Machines V3 92%
7. Soul Blade 96%
8. Final Doom 84%
9. ISS Pro 84%
10. MK Trilogy 92%

## LONG TERM

### Deathtrap Dungeon

**Length of Test: Six Months**
**Replay value: ★★★★★**

**With the event of *Duke Nukem* (of all people) stealing some of Lara Croft's 3-D cavern thunder, we thought we'd return to Eidos' other adventure romp. *Deathtrap Dungeon* is based on the once popular Fighting Fantasy book whereby you played a brave warrior faced with a string of different options and alternate routes through the adventure... but not here. Dogged first of all by an awkward control system, *DD* also suffers from rather iffy graphics and a frame rate that slugs along at a very poor pace. If you're really after another 3-D adventure, *DD* just isn't up to the standards of *Tomb Raider* in all departments, and unless you've steered clear of the genre up until now, there is no point to buying this game, and even then you'd be hard pushed not to buckle under the immense pressure that this underachieving game lands on you. Reasonable then, not worth the dosh now.**

# HARDWARE

## Joypads

1. **Dual Shock** — Sony
2. Dual Analogue — Sony
3. Analogue + — Joytech
4. PSX 1 — LMP
5. Station Master — Logic 3

## Light Guns

1. **G-Con 45** — Sony
2. Scorpion — Fire
3. Erazer — Fire
4. Predator — Logic 3
5. PSX Light Gun — LMP

## Joysticks

1. **Dominator** — Logic 3
2. Pro Arcade 2 — Fire
3. EagleMax — Act Labs
4. Arcade Stick — Namco
5. PS Arcade — Interact

## Steering Wheels

1. **Top Gear** — Logic 3
2. PSX Wheel — LMP
3. NegCon — Sony
4. VRF1 — Fire
5. Per4mer — import

**Please note, in the Playlist a '*' means that an import copy of the game was reviewed which may vary from the officially released game.**

| GAME | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| NHL Open Ice | 1-4 | ● | ● | | | | | | | 32 | 40% | Outdated and obsolete hockey for £40! |
| Nightmare Creatures | 1 | ● | | | | | | | ● | 27 | **90%** | A fantastic, full-on splatter flick! |
| Note, The | 1 | ● | | | | | | | | 28 | 72% | Above average first person adventure. |
| Novastorm | 1 | ● | | | | | | | | 01 | 38% | Contemptable FMV-spooled shoot-'em-up arse! |
| Nuclear Strike | 1 | ● | | | | | | | | 26 | 88% | Better looking and bigger than *Soviet Strike*. |
| Off World Interceptor | 1-2 | ● | | | ● | | | | | 02 | 77% | Jerky 3-D buggy battling disgrace. Avoid. |
| Olympic Games | 1-8 | ● | ● | | | | | | | 09 | 89% | Utterly fantastic multi-player event. |
| Olympic Soccer | 1-2 | ● | | | | | | | | 09 | 84% | Highly playable footy game, basic graphics. |
| One | 1 | ● | | | | | | | | 30 | 86% | The most destructive game ever! |
| Onside Soccer | 1-2 | ● | | | | | | | | 12 | 76% | Uninspiring footy with management aspects. |
| Overblood | 1 | ● | | | | | | | | 22 | 86% | Atmospheric, innovative 3-D space adventure. |
| Overboard | 1-5 | ● | ● | | | | | | ● | 27 | 75% | Fun, repetitive and simple beat-'em-up. |
| Pandemonium | 1 | | | | | | | | | 15 | **90%** | Enjoyable platform game, but too restrictive. |
| Pandemonium 2 | 1 | ● | | | | | | | | 28 | 72% | Linear, but lovely-looking platformer. |
| Panzer General | 1-2 | ● | | | | ● | | | | 05 | 73% | Strategy war game for dedicated anoraks. |
| PaRappa the Rapper | 1 | ● | | | | | | | | 24 | 87% | Tap the buttons, sing the rhyme. Brilliant! |
| Parasite Eve* | 1 | ● | | | | | | | ● | 37 | 87% | Terrifying cinematic horror adventure. |
| Peak Performance* | 1-2 | ● | | | ● | | ● | | | 21 | 85% | Blistering 28-car joyriding – a great laugh! |
| Perfect Weapon | 1 | ● | | | | | | | | 19 | 65% | Slothful 3-D adventure, lacking visual flair. |
| PGA Tour '96 | 1-8 | ● | | | | | | | | 02 | 86% | Well, it's golf innit. Buy the updated version. |
| PGA Tour '97 | 1-4 | ● | | | | | | | | 13 | 81% | Extremely able golfing sim. It's got the lot. |
| PGA Tour '98 | 1-4 | ● | ● | | | | | | | 28 | 63% | Best-looking golf, yet hampered gameplay. |
| Phat Air Extreme Snowboarding | 1-2 | ● | | | ● | | | | | 35 | 22% | Very shoddy game in a saturated market. |
| Philosoma | 1 | ● | | | | | | | | 02 | 85% | Great looking shoot-'em-up, but badly dated. |
| Pitball | 1-4 | ● | ● | | | | | | | 15 | 66% | Rough and confusing futuristic sports. |
| Pitfall: Beyond the Jungle | 1 | ● | | | | | | | | 33 | 70% | An above average 3-D platform romp. |
| Player Manager | 1-2 | ● | | | | ● | | | | 14 | 74% | Banal management game. No frills and slow. |
| Pocket Fighter* | 1-2 | ● | | | | | | | | 38 | 84% | Rehashed formula, but still immensely satisfying. |
| PO'ed | 1 | | | | | | | | | 07 | 87% | Scrappy *Doom* clone, meant to be humerous. |
| Point Blank | 1-2 | ● | | | | | | ● | | 36 | **90%** | Addictive gun fun... and it's legal. |
| Porsche Challenge | 1-2 | ● | | | ● | | ● | | ● | 20 | 82% | Superb looking, technically brilliant. Too slow. |
| Power Instinct 2* | 1-2 | ● | | | | | | | | 03 | 52% | Cheap and nasty beat-'em-up – stay well clear. |
| Powermove Pro Wrestling | 1-2 | ● | | | | | | | | 16 | 51% | Men, in tights, absolutely awful game. |
| Powerplay Hockey '97 | 1-4 | ● | ● | | | | | | | 08 | 82% | Yet another hockey game, actually quite good. |
| Power Soccer 2 | 1-4 | ● | ● | | | | | | ● | 29 | 63% | Basically, not much fun at all! |
| Poy Poy | 1-4 | ● | ● | | | | | | | 33 | 84% | Original and odd multiplayer shenanigans! |
| Premier Manager '98 | 1-4 | ● | | | | ● | | | ● | 36 | 89% | The best football management game to date. |
| Primal Rage | 1-2 | ● | | | | | | | | 04 | 85% | *Claymation*-based beat-'em-up. Poor now. |
| Prime Goal EX* | 1-2 | ● | | | | | | | | 02 | 62% | Very average sprite based footy. Worse than *FIFA*. |
| Pro Pinball: The Web | 1-2 | ● | | | | | | | | 10 | **90%** | Was the best pinballer around, but now there's... |
| Pro Pinball: Timeshock | 1-2 | ● | | | | | | | | 34 | **90%** | ...This baby! Tommy would go nuts for this! |
| Project Overkill | 1 | ● | | | | | | | | 13 | 89% | Violent, bloody, but repetitive and no two player! |
| Psychic Detective | 1 | ● | | | | | | | | 06 | 75% | Wholly FMV erotic fantasy. Utter tosh. |
| Psychic Force | 1-2 | | | | | | | | | 21 | 73% | Unusual floating beat-'em-up. Nothing special. |
| Puyo Puyo Sun* | 1-2 | ● | | | ● | | | | | 31 | 87% | Hugely addictive party fun! |
| Quarterback Club '96 | 1-8 | ● | ● | | | | | | | 04 | 80% | Yet again, who cares? |
| Raiden Project, The | 1-2 | ● | | | | | | | | 01 | 68% | Dazzling, but ultimately weak shoot-'em-up. |
| Rage Racer | 1 | ● | | | | | ● | | | 16 | **94%** | Super fast, varied, playable racer. Get it now! |
| Raging Skies | 1-2 | ● | | ● | | | ● | | | 12 | 73% | Adequate flight shoot-'em-up, but linkable! |
| Rally Cross* | 1-4 | ● | ● | | ● | | ● | | ● | 19 | 89% | First class off-road antics. Two and four player! |
| Rampage World Tour | 1-3 | | ● | | | | | | | 29 | 77% | Flawed in places, but enjoyable. |
| Rapid Racer | 1-2 | ● | | | ● | | ● | | ● | 26 | 87% | Powerful and glossy, but repetitive... |
| Rapid Reload | 1 | ● | | | | | | | | 01 | 71% | Cutesy side-on cartoon shoot-'em-up. Dated. |
| Rascal | 1 | ● | | | | | | | ● | 33 | 77% | Accomplished platformer, good for the kids! |
| Rayman | 1 | ● | | | | | | | | 01 | 87% | Colourful platform game, now looking tired. |
| Ray Storm* | 1-2 | | | | | | | | | 19 | 75% | Overwhelming two player space shoot-'em-up. |
| Ray Tracers | 1 | ● | | | | | | | | 23 | 74% | Super fast *Chase HQ*-style racer. A bit basic. |
| Re-Loaded | 1-2 | ● | | | | | | | | 17 | 61% | Actually worse than the original. Sloppy. |
| Rebel Assault 2* | 1 | ● | | | | | | | | 18 | 60% | *Star Wars* shoot-'em-up. Boring and repetitive. |
| Reboot | 1 | ● | | | | | | | ● | 33 | 68% | Easy on the eye, short-term fun. |
| Resident Evil | 1 | ● | | | | | | | | 08 | **95%** | Gothic horror adventure – recommended! |
| Resident Evil: Director's Cut* | 1 | ● | ● | | | | | | | 27 | 83% | Marginally better than *RE*, but dated. |
| Resident Evil 2* | 1 | ● | | | | | | | | 32 | **96%** | A truly spectacular sequel and utterly terrifying! |
| Return Fire | 1-2 | ● | | | ● | | | | | 07 | 84% | Average 3DO split screen army romp. |
| Revolution X | 1-2 | | | | | | | ● | | 08 | 40% | Dire Aerosmith mouse shoot-'em-up. Bad. |
| Ridge Racer | 1 | ● | | | | | ● | | | 01 | **93%** | Launch game, now looking very sad indeed. |
| Ridge Racer Revolution | 1-2 | ● | | ● | | | ● | | | 04 | **90%** | A better game, with link-up and nicer cars. |
| Riot | 1-2 | ● | | | | | | | | 18 | 72% | Moribund futuristic sports – like *Rollerball*. |
| Rise 2: Resurrection | 1-2 | ● | | | | | | | | 05 | 88% | Hideous robot beat-'em-up. A bad date. |
| Risk | 1-4 | ● | ● | | ● | | | | | 29 | 35% | Boardgame – there's no contest. |

| GAME | | | | | | | | | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Road Rage | 1-2 | ● | | | | ● | | | 17 | 24% | Detestable and trashy shoebox sim. Ugh! |
| Road Rash | 1-2 | ● | | | | | | | 05 | 75% | Dodgy visuals, but fast and fun. Now cheap. |
| Road Rash 3-D | 1 | ● | | | | | | | 36 | 76% | Disappointing sequel with no guts. |
| Robopit | 1-2 | ● | | | ● | | | | 12 | 55% | Abominable robot beat-'em-up. |
| Robotron X | 1-2 | ● | | | | | | | 15 | 85% | Classic gameplay, very fast, we prefer original. |
| Rock & Roll Racing 2 | 1-2 | ● | | | | ● | | | 31 | 55% | Banal blaster with some two-player appeal. |
| Rockman Battle & Chase* | 1-2 | ● | | | ● | | | | 21 | 41% | Basic and unrewarding cartoon racer. |
| Rockman Dash* | 1 | ● | | | | | | | 31 | 80% | Enjoyable 3-D adventure. For smash get Dash! |
| Rosco McQueen | 1 | ● | | | | | | ● | 26 | 88% | You play with fire, you get this sizzling game! |
| Runabout* | 1 | ● | | | | | | | 20 | 77% | Highly playable racer, but way too short. |
| Salamander Deluxe Pack | 1-2 | | | | | | | | 25 | 74% | Aged, but enjoyable Eighties shoot-'em-up. |
| Sampras Extreme | 1-4 | ● | ● | | | | | | 09 | **90%** | One of the best tennis games on PSX. Slick. |
| Samurai Showdown* | 1-2 | ● | | | | | | | 13 | 62% | Should be called *Samurai Slowdown!* |
| Sentient | 1 | ● | | | | | | | 19 | 84% | Absorbing and intelligent adventure. Bizarre. |
| Shadow Master | 1 | ● | | | | | | ● | 29 | 79% | Nice try, but lacks variety... |
| Shellshock | 1 | ● | | | | | | | 06 | 85% | Passable tank game, now looks basic. |
| ShockWave Assault | 1 | ● | | | | | | | 03 | 87% | Limited surface-based shoot-'em-up. Dull. |
| Side by Side Special* | 1 | ● | | | | ● | | | 30 | 63% | Uninspiring, run-of-the-mill racer. |
| Sim City 2000 | 1 | ● | | | | | ● | | 12 | 75% | A fantastic game. Not suited to the PSX. |
| Skeleton Warriors* | 1 | | | | | | | | 10 | 56% | Grotesque import beat-'em-up. |
| SkullMonkeys | 1 | ● | | | | | | | 31 | 83% | Pleasurable plasticine playability. |
| Smash Court Tennis | 1-4 | ● | ● | | | | | | 16 | 86% | Supremely playable, addictive cartoon tennis. |
| Snow Racer | 1-2 | ● | | | ● | | | | 35 | 50% | Nice-looking, yet disappointing alpine racer. |
| Soccer '97 | 1-4 | ● | ● | | | | | | 20 | 82% | UK teams version of *Olympic* – very playable! |
| Soul Blade* | 1-2 | ● | | | | | | | 17 | **96%** | The best weapons-based beat-'em-up on PSX! |
| Soviet Strike | 1 | ● | | | | | | | 14 | 83% | Decent helicopter shoot-'em-up, rough looking. |
| Space Hulk | 1 | ● | | | | | | | 10 | 84% | Claustrophobic and intense 3DO strategy game. |
| Space Jam | 1-6 | | ● | | | | | | 21 | 39% | Pants cartoon basketball game, based on film. |
| Spawn: The Eternal | 1 | ● | | | | | | | 34 | 49% | Dull and imaginative adventure from hell! |
| Speedster | 1-2 | ● | | | ● | ● | | | 20 | 80% | Overhead racer with okay handling, but slow. |
| Spice World (with Geri) | 1 | ● | | | | | | | 37 | 25% | Total waste of Spice... cheap though! |
| Spider* | 1 | ● | | | | | | | 20 | 75% | 'On rails' arachnid platformer. Can get boring. |
| Spot Goes to Hollywood* | 1 | ● | | | | | | | 20 | 72% | Uninspiring cartoon platform game. Yawn. |
| Stahlfeder* | 1 | ● | | | | | | | 06 | 65% | Old-style vertical shoot-'em-up – too easy. |
| Star Gladiator | 1-2 | ● | | | | | | | 16 | 88% | Competent beat-'em-up from Capcom. |
| Starblade Alpha | 1 | ● | | | | | | | 02 | 68% | Lots of blasting action, no control at all... |
| Starfighter 3000 | 1 | | | | | | | | 08 | 85% | A decent stab at a sci-fi shooter/strategy. |
| Star Wars: Masters of Teras Kasi* | 1-2 | ● | | | | | | | 30 | 74% | A great licence, but somewhat wasted. |
| Starwinder | 1 | ● | | | | | | | 13 | 77% | Linear space-based racer. Lacks excitement. |
| Steel Harbinger | 1 | ● | | | | | | | 13 | 80% | Controlling a violent nympho isn't much fun. |
| Steel Reign | 1-2 | ● | | | ● | | | ● | 30 | 58% | One to rent, not to buy! |
| Street Fighter Alpha | 1-2 | ● | | | | | | | 07 | **93%** | Classic 2-D beat-'em-up, now been replaced. |
| Street Fighter Collection | 1-2 | ● | | | | | | | 29 | 67% | Some stones are best left unturned! |
| Street Fighter Ex Plus | 1-2 | ● | | | | | | | 25 | **91%** | It's absolutely EX-cellent! |
| Street Fighter: The Movie | 1-2 | ● | | | | | | | 01 | 35% | The original PLAY score was a misprint! Crap! |
| Street Fighter Zero 2* | 1-2 | ● | | | | | | | 12 | **94%** | Simple, colourful graphics – total gameplay! |
| Street Racer | 1-8 | ● | ● | | ● | | | | 14 | 84% | Childish *Mario Kart* wannabe, good multi-player. |
| Strikepoint* | 1-2 | ● | | | ● | | | | 14 | 54% | Shoddy and unconvincing helicopter sim. |
| Striker '96 | 1-4 | ● | ● | | | | | | 01 | 73% | Extremely playable, but now extremely dated. |
| Suikoden | 1 | ● | | | | | | | 16 | 80% | Endearing and lasting Manga RPG. |
| Super Puzzle Fighter 2* | 1-2 | ● | | | | | | | 18 | **90%** | Fan-bloody-tastic Japanese puzzler! |
| Supersonic Racers | 1-8 | ● | ● | | | | | | 11 | **91%** | Chaotic *Wacky Races*-style multi-player romp. |
| Swagman | 1 | ● | | | | | | | 21 | 82% | Proficient cutesy overhead cartoon adventure. |
| Syndicate Wars | 1-4 | ● | ● | | | ● | | | 22 | 85% | I love the smell of napalm in the morning! |
| Tail Of The Sun* | 1 | ● | | | | | | | 22 | 84% | Innovative caveman adventure. Badly presented. |
| Tekken | 1-2 | ● | | | | | | | 01 | 84% | Was the ultimate 3-D beat-'em-up, still decent. |
| Tekken 2* | 1-2 | ● | | | | | | | 07 | **95%** | Ultimate 3-D beat-'em-up – essential purchase! |
| Tekken 3* | 1-2 | ● | | | | | | ● | 34 | **97%** | Undoubtedly the greatest beat-'em-up around. |
| Tempest X3 | 1-2 | ● | | | | | | | 16 | 86% | Ancient coin-op brought up-to-date. Good fun. |
| Tenchu* | 1 | ● | | | | | | ● | 35 | 78% | Great fun to play, but let down by graphical faults. |
| Tennis Arena | 1-4 | ● | ● | | | | | | 28 | 84% | Slick, addictive and playable... |
| Ten Pin Ally | 1-6 | | | | | | | | 18 | 60% | Dismal and utterly pointless bowling sim. |
| Test Drive Off-Road | 1-2 | ● | | | ● | | | | 24 | 35% | A turkey! Tarnishes the *Test Drive* name. |
| Test Drive 4 | 1-2 | ● | | ● | | ● | | | 28 | 86% | Enough to blow your gasket! |
| Tetris Plus | 1-2 | ● | | | | | | | 30 | 81% | Addictive, but antiquated puzzler. |
| Theme Hospital | 1 | ● | | | | | | | 32 | 88% | More fun than a hospital could ever be! |
| Theme Park | 1 | ● | | | | | | | 01 | 86% | Build your own Alton Towers – very in-depth. |
| Three Lions | 1-2 | ● | | | | | | | 35 | 80% | Pretty, but sluggish to play. Not worth the hype! |
| Tiger Shark | 1 | | | | | | | | 23 | 62% | Decent water and aerial shoot-'em-up. Rough. |
| Time Commando | 1 | | | | | | | | 11 | 78% | Restrictive, but graphically impressive adventure. |

# COIN-OPS

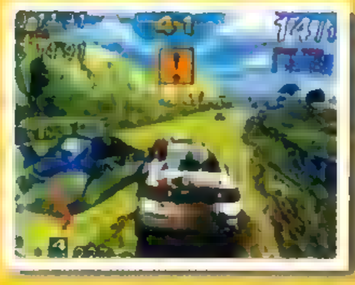
**Here are the Top Five arcade games we've been churning our hard-eared wages into this month...**

## TIME CRISIS 2

**Simply the best punk-maiming shooting game arcades have ever seen. A classic.**

## SEGA RALLY 2

**Responsive and challenging, realistic and immensely satisfying. If you haven't played it yet — get help!**



## SOUL CALIBUR

**The driving magicians conjure up another top-class rally game. Very sexy!**

## SF ALPHA 3

**More characters and special features make this a compelling skull-smashing fighting frenzy. We love it.**

## LA RIDER

**Live out your fantasies by cruisin' around the states on a throbbing beast!**

# LATEST HARDWARE

## Dual Impact

**Supplied by:** Nugen
**Price:** £19.99

**Since the release of the official Dual Shock vibrating pad from Sony, third-party peripheral companies have all been clambering to get out the unofficial 'competitively priced' versions, and the Dual Shock from fledgling company, Nugen is no exception. For a first effort, this pad sure isn't bad. Available in four different colours (blue, red, grey and black) the pad is solidly constructed with slightly lowered D-pad and button lay outs and a host of other features including slow motion and turbo. The 'shock' element itself works as well as the official version and the rubber-tipped thumb sticks are very accessible and accurate. So for a slightly cheaper alternative, this pad is definitely worth a try.**

★★★★★

## The Glove

**Supplied by:** Reality Quest
**Price:** £49.99

**We first tested this months and months ago, but since then it has undergone a series of 'improvements' and even been given the official Sony seal of approval. However, we are still unconvinced that this is the way forward in digital/analogue controllers, or even a worthwhile alternative to the existing range of joypads available. Try as we did to tune ourselves into the mechanics of The Glove, using it just doesn't feel right. What we said originally (which was something about making our wrists ache beyond belief) still holds true, and unless you want to live out any *Lawnmower Man* fantasies, just don't bother!**

★★★★★

| GAME | ISSUE REVIEWED | SCORE | WE SAY... |
|---|---|---|---|
| Time Crisis* | 24 | 90% | Stupendous light gun shooting action. Top. |
| Tobal No. 1* | 12 | 94% | Cracking high res beat-'em-up with quest mode. |
| Tobal 2* | 22 | 92% | Highly advanced sequel. More of everything! |
| Tokyo Highway Battle | 20 | 73% | Great concept, let down by low overall speed. |
| Tomba* | 31 | 56% | Unrewarding, dated platformer/RPG. |
| Tomb Raider | 14 | 94% | Superb Indiana Jones-style 3-D adventure. |
| Tomb Raider II | 28 | 95% | A fine sequel that easily surpasses the first. |
| Tommi Mäkinen Rally | 37 | 39% | The turkey of rallying games! |
| Top Gun: Fire at Will | 09 | 76% | Lack-lustre combat flight sim based on the film. |
| Toshinden | 01 | 76% | First *Tekken* rival, graphically fantastic. Dated. |
| Toshinden 2* | 05 | 74% | Far worse than the original. Avoid like plague. |
| Toshinden 3 | 25 | 78% | An average beat-'em-up. Nothing more. |
| Total Drivin' | 26 | 84% | Thrilling racing with excellent variation. |
| Total Eclipse Turbo | 02 | 69% | Poor third person shoot-'em-up. From 3DO. |
| Total NBA '96 | 05 | 94% | The best basketball game on PSX, until... |
| Total NBA '97 | 20 | 92% | The most advanced basketball game ever! |
| Total NBA '98 | 36 | 93% | So good it walks on water, the best bar none! |
| Touring Car Championship | 27 | 92% | Really fast, really fun, really racing! |
| Transport Tycoon | 24 | 78% | Absorbing strategy about transport networks. |
| Trash It | 24 | 55% | Average hammer-based puzzle game. |
| Treasures of the Deep* | 27 | 83% | Atmospheric underwater adventure. |
| True Pinball | 05 | 65% | Highly overrated pinball tosh. No save game! |
| Tunnel B1 | 10 | 87% | Glitzy graphical showpiece. Short lived. |
| Twinbee Deluxe Pack* | 02 | 65% | Vivid Japanese cartoon shoot-'em-up. Naff. |
| Twisted Metal | 02 | 78% | Visually scrappy, but paved the path for... |
| Twisted Metal 2 (World Tour)* | 16 | 88% | Remarkably compelling two player blast-a-thon! |
| V-Ball Beach Volley Heroes | 35 | 30% | A game that won't let you play it! |
| Vandal-Hearts* | 22 | 81% | Very Japanese fantasy strategy RPG. Bloody. |
| Victory Boxing | 13 | 90% | Fast and smooth rendition of the 'sport.' |
| Viewpoint | 02 | 74% | Glossy isometric shoot-'em-up. Bad slowdown. |
| Vigilante 8 | 36 | 94% | Big guns, huge explosions, gigantic appeal! |
| Virtual Golf | 09 | 61% | Drab golf sim, *Actua Golf 2* is much better. |
| Virtual Pool | 17 | 68% | Great PC game, awkward and slow on PSX. |
| VMX Racing | 35 | 45% | Dodgy-looking and , frankly, unplayable racer, |
| V-Rally | 23 | 87% | Fast and accurate rally sim with great split screen. |
| VR Baseball '97 | 23 | 80% | Excellent and comprehensive sim of the sport. |
| Viper | 38 | 46% | Dark and linear helicopter shoot-'em-up. |
| Vs | 36 | 72% | Slick, but simplistic street fighting. |
| V-Tennis | 21 | 75% | Bland tennis game. Get *Sampras* or *Smash Court*. |
| Warcraft 2: The Dark Saga | 24 | 86% | Utterly compelling medieval strategy fest! |
| Wargames | 37 | 60% | Limited tactical warfare sim. |
| Warhammer: SOTHR | 14 | 82% | Unbelievably complex, but rewarding war game. |
| Warhawk | 03 | 68% | Distinctly average helicopter shoot-'em-up. |
| WCW Nitro | 35 | 80% | The best wrestling game on the PlayStation. |
| WCW Vs The World | 24 | 79% | Best wrestling game on PSX, until the next one. |
| Wild Arms* | 24 | 85% | Hugely enjoyable RPG with serious challenge. |
| Williams' Arcade's Greatest | 08 | 84% | Decent retro pack. Best: *Robotron*, *Defender*. |
| Wing Commander III | 06 | 82% | Expensive space opera, involving plot. |
| Wing Commander IV | 22 | 67% | Even more costly, but minus originality. |
| Wing Over | 27 | 50% | Dated airborne shoot-'em-up. |
| Wipeout | 01 | 89% | A state-of-the-art pop culture racer. Now weary. |
| Wipeout 2097 | 13 | 93% | Far better than *Wipeout* – a stunning game. |
| World Cup '98 | 36 | 86% | A superbly atmospheric football game. |
| World Cup Golf | 05 | 71% | Wholly rendered golf sim. Better than average. |
| World League Soccer | 35 | 90% | Plays the opposition off the field. The best! |
| Worms | 01 | 92% | Crap looking, but oh-so playable in multi-player. |
| Wreckin' Crew | 36 | 83% | Addictive tongue-in-cheek racing game. |
| Wrestlemania | 01 | 74% | Wrestling – not a real sport. Game sucks. |
| X2 | 15 | 77% | Amazing looking shoot-'em-up, but too hard! |
| X-Com: Enemy Unknown | 06 | 82% | Compelling turn based strategy adventure. |
| X-Com: Terror from the Deep | 15 | 88% | Deeply involving underwater strategy game. |
| Xenocracy | 37 | 70% | Not an epic, but fun and engrossing. |
| X-Men Vs Street Fighter* | 34 | 82% | Flashy and vibrant, but the Saturn wins this time! |
| Xevious 3D/G* | 23 | 72% | Collection of every *Xevious* game. Not bad. |
| Yusha | 30 | 60% | Nice-looking, but dated in gameplay. |
| Z | 29 | 85% | Hard as hell, but intensely rewarding. |
| Zeitgeist* | 01 | 51% | Incredibly slow shoot-'em-up. Worthless. |

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Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS
England
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
play@paragon.co.uk
http://www.paragon.co.uk/play

Managing Editor Damian Butt
gecko@paragon.co.uk
Editor Ryan Butt
ryan@paragon.co.uk
Senior Staff Writer
Graeme Nicholson
silencio@paragon.co.uk
Staff Writer Tom Sargent
tomsargent@paragon.co.uk
Production Editor Louise Wells
Art Editor Mark Wynne
Online Editor Stuart Wynne
ssw@paragon.co.uk
Advertising Manager
Michael Halton
Direct line (01202 200224)
mhalton@paragon.co.uk
Ad Sales Executive Daniel Russell
Direct line (01202 200223)
danruss@paragon.co.uk
Ad Production Dave Osborne,
Jo James, Danni Schofield,
Angela Derbyshire
Senior Production Manager
Jane Hawkins
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Scanning/Prepress Ross Thornley
International Licencing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk
Art Director Mark Kendrick
mkendrick@paragon.co.uk
Sales Director Trevor Bedford
trevorb@paragon.co.uk
Jt Managing Directors
Di Bedford
dibedford@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk
Subscriptions Mike Daly
miked@paragon.co.uk
Tel: +44 (0)1202 200200
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Printed by Duncan Web Offset,
Passmore Plant, Tovil, Maidstone,
Kent ME15 6XA.

Distributed by Seymour Ltd
1st Floor, 86 Newman Street,
London W1P 3LD Tel:
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Play Magazine ISSN 1358-9474

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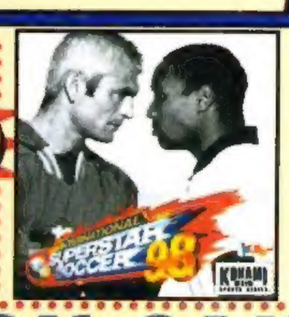


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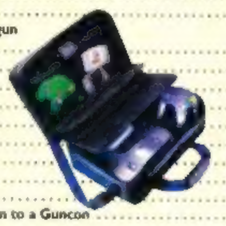

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